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Till the End of Time.

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**ON THE COVER:**  
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BY GEOFF ARNOLD

# SPIDER-MAN 2

Loosely based on the movie, *Spider-Man 2* centers around Peter Parker and his struggles as he tries to maintain balance between his true life and his secret life as a superhero. As Spider-Man, you must stop the menacing Dr. Octopus before he destroys the city of New York, but you'll also be challenged by a wide variety of other crimes and errands. The entire city is your playground, and you have the freedom to go wherever you choose, whenever you choose, from the top of the tallest skyscraper to the edge of Ellis Island, nothing is off-limits. Being a superhero is no easy task, so this strategy guide will help you along the way.

## CAN HE SWING FROM A THREAD?

## WEB-SWINGING AND MOVEMENT 101

*Spider-Man 2* gives you the freedom to move through the city by giving you precise control over Spider-Man's speed, jumping distance, swinging angle and jumping angle while holding onto a web strand. Grabbing onto a web and swinging through the city is fairly easy, but if you want to complete some of the harder in-game missions and challenges, you'll really need to sharpen your web-swinging skills. Here are some quick tips to get you up and swinging like a real hero.

### Normal Swinging and Easy Swinging



You have the option of choosing between Normal or Easy Swinging, and you can toggle between the two at any time from the Pause menu. Easy Swinging is simple: Just press the Web Swing button to swing from a web and let it go to hop off of the line. Normal Swinging is a bit more complex, because you'll have to press

the Jump button to release the web line. Although Easy Swinging can get you through the city quickly on a bad day, Normal Swinging provides you with much more control over Spider-Man as he jumps from line to line. Completing some challenges using Easy Swinging is rather difficult, so you should probably stick with Normal Swinging due to the speed control and overall handling of Spider-Man.

### Speed Swinging

Sometimes normal web swinging just doesn't cut the mustard, and you'll need to get a little more pepper out of your swing. To perform a speed swing, press and hold the Sprint button just after Spider-Man grabs his web and starts to arc downward. As you pick up speed, simultaneously press and hold the Jump button to charge your jump, then release it to complete the speed swing. If you release the Jump button at the bottom of the swing, Spider-Man will sail forward very quickly. If you release the button toward the end of the swing, he will be launched much higher into the air.



## ACTION IS HIS REWARD

## ALL ABOUT HERO POINTS

It's all about Hero Points in *Spider-Man 2*, and although picking up a few Hero Points here and there may seem easy at first, you'll ultimately need to put in some hard work to earn larger amounts. Some of the higher-end upgrades can cost a pretty penny, and stopping petty crime and helping citizens on the streets won't always cut it. Here are some tips to help you to beef up your Hero Points.

### Complete Side Quests



There are three types of main side quests in *Spider-Man 2*, and completing any one will give you some Hero Points. You can choose to spend your free time meeting Mary Jane for various functions, delivering pizzas or taking photographs for Robbie at the Daily Bugle. Each quest is divided into a specific number of missions, and each time you complete a mission, the difficulty will increase. For example, you start the Pizza side quest having to deliver only one pizza with plenty of time to do

### Slingshot Jump



To perform a Slingshot Jump, you must already be swinging from a single web line. While holding onto a web line, press the Swing button again to shoot another line; Spider-Man will grab one in each hand. From here, hold the Jump button to charge your jump and release it to perform a Slingshot Jump. The Slingshot Jump allows

you to jump in any direction much further than you normally would be able to. Use this to shoot yourself high up into the air very quickly, forward or backward. Note that you can't perform this maneuver in Easy Swinging mode.

### Web Zip

To use the Web Zip technique, you will first have to purchase it from one of the Spider Stores. While airborne, hold the Sprint button and press the Web Swing button; Spider-Man will shoot a zip line onto the nearest obstacle and pull himself along the line, giving you extended horizontal momentum. This is extremely useful when you're trying to reach an area directly in front of you and you don't have the speed to make it—simply hit the wall with the Web Zip line.



### Wall Sprint



Although not part of Spider-Man's aerobics, the Wall Sprint is included here because it is one of the quickest ways to scale buildings. When swinging or jumping toward the side of a building, hold the Sprint button and press the Evade button to start running along the wall. Spider-Man will lose his momentum eventually, but you can continue all the way up to the top of a building with the following technique: Hold the Jump button to charge a jump and release it while you're still holding Sprint button, then quickly press the Evade button again to continue running. Spider-Man will briefly jump and immediately start sprinting along the wall again at full speed. You can repeat this technique as often as you like, which will allow you to scale the tallest buildings in seconds.



# ALL ABOUT HERO POINTS

## Fighting Crime/Citizens in Distress



You'll probably spend a lot of your time earning Hero Points by fighting crime and helping out citizens in distress. New York City is filled with criminals and people who need help, so there are plenty of Hero Points to be had. Look for a citizen with a green question mark over his or her head, or a purple star icon on the radar or game screen. The citizens with question marks will have more complex requests for you (i.e., saving a person from falling off a building or stopping some robots that are terrorizing other citizens), while the purple star icons denote random petty crimes and children who have lost their balloons. Either way, helping a citizen with any of these situations will give you some Hero Points; the harder the task or the more enemies you fight, the more Hero Points you will receive.

### Exploration Tokens

There are four sets of Exploration Tokens in the game: Skyscraper, Buoy, Secret and Hideout. Collecting any one of these Tokens will give you a small amount of Hero Points, and collecting all of the Tokens in one set will give you an Award. Here is a breakdown of each Token set and a general idea of where to look for them:

**Skyscraper Tokens (150 total)**—Skyscraper Tokens can be found on top of or near the tallest buildings in the city. Check along the sides of buildings and on top of weather vanes and towers to locate them as well.

**Buoy Tokens (130 total)**—Buoy Tokens line the outskirts of the city by the ocean; they rest on top of floating buoys. Some of them are pretty far out from the shore, so try jumping to nearby boats to reach them.

**Secret Tokens (75 total)**—Secret Tokens are the most difficult Tokens to locate in the game. Check dead-end alleys, hard-to-reach areas, fire escapes and closed-off spaces in between buildings for Secret Tokens.

**Hideout Tokens (37 total)**—Hideout Tokens are denoted by red buildings on the in-game radar. Find the entrance and look for the Token inside. Be wary when collecting Hideout Tokens, as they are usually guarded by a group of thugs.

### Hint Markers



The 213 Hint Markers are clues that are scattered throughout the city, and each one has a pre-recorded voice tip from narrator Bruce Campbell. Finding and listening to each Hint Marker gives you a small amount of Hero Points, and some of the Markers even give you a one-time reward of bonus Hero Points! Accessing all of the Hint Markers gives you an Award and a small amount of additional Hero Points.

### Complete Challenges

Bored of fighting crime? Try completing some Challenges to earn a few extra Hero Points. Throughout the city are 150 different Challenges, and each one will give you a decent amount of Hero Points upon completion. Challenges include racing through specific points in the city, pole-swinging a certain number of poles, wall-sprinting a certain distance and more. All challenges are timed and are rated on difficulty (Easy, Medium, Hard and Insane), so you might want to start with the Easy Challenges first then work your way up to the Insane difficulty Challenges.

### Earn Awards



There are 40 different Awards that you can earn in *Spider-Man 2*, and each one has a specific set of obligations that needs to be fulfilled in order to earn it. Examples include completing all Photo Missions at the Daily Bugle, stopping a specific number of select crimes and completing everything in the game. As with the Challenges, try concentrating on some of the easier Awards first (fighting crime, delivering pizzas, etc.) and work your way up to the more difficult ones.

## CATCHES THIEVES JUST LIKE FLIES

# FIGHTING CRIME AND COMBAT

Fighting crime is every superhero's duty, and old Web-Head is one of the most feared crime fighters in New York City. In order to do fight crimes effectively, you'll need to get a good grip on the fighting system, the combo system and some of the perks of being *Spider-Man*, such as Spider Senses and Reflexes.

### The Hero Meter



The Hero Meter allows Spider to use Spider Reflexes, so it's important to keep this filled at all times. There are several ways to fill the Hero Meter quickly, but the easiest is just by doing repeated Air Tricks as

you move through the city. Air Tricks are relatively inexpensive to purchase from the Spidey Store, and doing multiple Air Tricks in between swings can fill your Meter in a matter of seconds. While in combat, you can fill your Meter even more quickly by dodging enemy attacks (see below). Dodging a few attacks will usually fill your Hero Meter up to the 70% mark, so watch for these opportunities when fighting.

### Spider Reflexes

Spider Reflexes allow you to essentially slow down time, giving you extra time to see incoming attacks and dodge them easily. With Spider Reflexes activated, you can still move and react at



normal speed, giving you a serious edge in a fight. Certain combos or moves can only be used while Spider Reflexes are activated, and these moves tend to be powerful, so keep this in mind when fighting. Using Spider Reflexes consumes your Hero Meter; when it runs out, you'll snap back into normal time.

### Spider Sense/Dodging Attacks



Just before Spider is about to get hit by an attack, his Spider Sense will warn him of danger. When this happens, you'll see a white flash around Spider-Man's head and hear a noise. Quickly press the

Evade button to avoid the attack and counterattack if possible. If you practice dodging, you may eventually get good enough to defeat entire mobs of criminals without ever getting hit. When anticipating an opponent's attack, try not to prematurely press the Evade button—wait for your Spider Sense to go off first. If you press the button too early, you will more than likely eat the attack, and in heavy battles this could cost you your life. Also keep in mind that you can dodge at any time (even while wringing or sticking to walls), as long as your Spider Sense warns you of danger.

CONTINUED ON NEXT PAGE

## FIGHTING CRIME AND COMBAT

### Combos



Spider-Man pulls his punches when fighting criminals and villains to make sure he doesn't cause permanent damage. Because of this, it may take several strikes to take down an enemy, even a weak one. This is where the combo system comes into play. You

can purchase a variety of moves and combos throughout the game using Hero Points at a Spidey Store. Some combos are more damaging or more effective than others, but it's really up to your own personal style and what you think looks cool. Once of the most useful attacks to purchase is the Whirlwind Attack. This powerful attack knocks down all enemies in a 360° radius around Spidey. Try experimenting with different attacks to find out which ones suit your specific playing style.

### Disarming Opponents

Many criminals don't fight fair and will be packing pistols, machine guns and other weapons when you encounter them. When fighting a group of baddies, it's always a good idea to concentrate on the enemies that carry weapons first,

since they are more likely to do the most damage. While facing an enemy with a weapon, quickly tap the Web button to shoot a web at the criminal and pull the weapon from their hands. Keep an eye on criminals that have been disarmed, though—they have a tendency to try to pick up their weapons after Spidey yanks them away.



### Immobilizing Opponents



Along with disarming criminals, this may be the most useful technique that you can use. There are two ways to tie up enemies so that they cannot attack: the Web Tie and Impact Webbing. To Web Tie an enemy, face the enemy and hold the Web button. Spidey will shoot out massive amounts of webbing to envelop his opponent in a cocoon.

At first, Spider-Man can only tie up one enemy at a time, but as you progress through the game, you will be able to purchase upgrades that allow you to Web Tie up to four enemies. Using the Web Tie technique is inconsistent at best, as many of the later enemies will simply dodge the attack. To use Impact Webbing, face an enemy while holding Sprint and press the Web button. Spidey will shoot a glob of web fluid at the enemy which will tie them up and momentarily incapacitate them. Unlike the Web Tie technique, enemies can't dodge Impact Webbing, so it's safe to use on multiple enemies one after another. You can also use Impact Webbing while jumping; simultaneously jumping and using Impact Webbing is a great way to avoid attacks and incapacitate your enemy at the same time. Note that Impact Webbing and Web Ties do not work on bigger enemies such as robots, armor-wearing thugs and bosses such as Rhino and Shocker.

### Upgrade Info

Spider-Man 2 introduces an extremely dynamic and interesting upgrading system to enhance Spidey's powers throughout the game. By earning Hero Points, Web-Head is able to purchase many upgrades to not only his innate abilities (such as wall-running, or his web-swinging speed) but also to the moves and combos that he is able to perform in combat. Upgrades can only be purchased at one of the Spidey Stores, which can be found by looking for the green "\$" icons located throughout the city. You are only able to unlock certain abilities when you reach certain chapters, so here is a handy chart to help you if you are looking for something specific to add to your skills.



Upgrade	Available in	Cost	Prerequisite
Swing Speed Level 1	Chapter 2	50 HP	None
Swing Speed Level 2	Chapter 3	1,000 HP	Swing Speed Level 1
Slingshot Jump	Chapter 3	600 HP	None
Web Zip	Chapter 3	1,000 HP	None
Grapple	Chapter 3	750 HP	None
Air Jump Off Kick	Chapter 4	1,000 HP	None
Cannonball Kick	Chapter 4	500 HP	None
Multi-Web Tie Level 1	Chapter 4	1,500 HP	None
Air Trick—The Inverted Widow	Chapter 4	250 HP	None
Air Trick—Super Fly Spider Guy	Chapter 4	250 HP	None
Yank Behind	Chapter 5	500 HP	None
Rising Knee Kick	Chapter 5	1,000 HP	None
Earth Breaker Punch	Chapter 5	1,250 HP	None
Level 3 Air Combo	Chapter 5	1,000 HP	None
Launch Kick	Chapter 5	750 HP	None
Swing Speed Level 3	Chapter 6	1,250 HP	Swing Speed Level 2
Dizzy Strike	Chapter 6	1,000 HP	None
Swing Speed Level 4	Chapter 7	1,500 HP	Swing Speed Level 3
The Hero Punch	Chapter 7	1,250 HP	None
Multi-Web Tie Level 2	Chapter 7	2,000 HP	Multi-Web Tie Level 1
Wallsprint Duration Upgrade 1	Chapter 7	1,000 HP	None
Interceptor Kick	Chapter 8	1,000 HP	None
Level 4 Air Combo	Chapter 8	2,000 HP	Level 3 Air Combo
Air Trick—Daddy Long Legs	Chapter 8	250 HP	Air Trick—The Inverted Widow
Air Trick—The Web Freak Tango	Chapter 8	250 HP	Air Trick—Super Fly Spider Guy
Swing Speed Level 5	Chapter 9	2,000 HP	Swing Speed Level 4
Multiweb Hammer	Chapter 9	1,500 HP	None
Jaw Launcher	Chapter 9	1,000 HP	Can only be done in Spider Reflex Mode
Air Pile Driver	Chapter 9	1,250 HP	Grapple





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Upgrade	Available in	Cost	Prerequisite
Multi-Web Tie Level 3	Chapter 9	2,000 HP	Multi-Web Tie Level 2
Double Heel Kick	Chapter 10	1,000 HP	Dizzy Strike.75
Stair Step Kicks Combo	Chapter 10	1,250 HP	Jaw Launcher, can only be done in Spider Reflex Mode
Whirlwind Kick	Chapter 10	3,000 HP	None
Air Web Slam	Chapter 10	1,500 HP	Grapple
Air Trick—The Spinnaret	Chapter 10	500 HP	Air Trick—Daddy Long Legs
Air Trick—Manhattan Web Roll	Chapter 10	500 HP	Air Trick—The Web Freak Tango
Web Hanger	Chapter 11	2,500 HP	None
Super Web	Chapter 11	1,500 HP	None
Air Trick—The Rolling Reporter	Chapter 12	1,000 HP	Air Trick—The Spinnaret
Swing Speed Level 6	Chapter 13	5,000 HP	Swing Speed Level 5
Rising Shoulder Charge	Chapter 13	2,500 HP	None
Spider Missile	Chapter 13	1,500 HP	None
Air Trick—Webtastic 360	Chapter 14	1,500 HP	Air Trick—The Rolling Reporter
Air Trick—The Poison Pike	Chapter 15	2,000 HP	Air Trick—Webtastic 360
Swing Speed Level 7	Chapter 16	20,000 HP	Swing Speed Level 6
Unlock Flight Arena	Chapter 16	5,000 HP	None
Unlock Movie Theater	Chapter 16	1,000 HP	None
Swing Speed Level 8	Chapter 17	50,000 HP	Swing Speed Level 7

## WHEREVER THERE'S A HANG-UP

### CHAPTER 1-17 WALKTHROUGH

This section serves as a step-by-step guide on how to accomplish each chapter's main goals. Since the world of Spider-Man 2 is so large, we won't be covering any of the optional Missions or side quests in the game—we'll leave that up to you!

#### CHAPTER 1: WHAT MIGHT HAVE BEEN

##### Goal: Learn the Basics

• Chapter 1 serves as the game's tutorial, where the narrator walks you through a series of events that familiarize you with the game. Learn how to jump, wall climb and navigate your way to a specific location by use of the map and your on-screen indicators to complete the tutorial. Note: You can skip the first two chapters if you wish by accessing the Change icon on top of the building where you start.



#### CHAPTER 3: PUNCTUALITY IS THE THIEF OF TIME

##### Goal: Go to Pizza Parlor

• After the cutscene introducing Dr. Otto Octavius, you will be reminded of the fact that Peter Parker actually has a normal life. Not only is he late for school, but he also has a job to do: deliver pizzas. Swing over to the Morningside area, stopping some crooks on the way.

Recover the briefcase from the crooks, return it to the proper owner and meet Dr. Connors at the school.

• From here you will be reminded to check your To-Do List; jet over to the pizza parlor A.S.A.P!

##### Goal: Earn 2,000 More Hero Points

• As soon as you are given the lowdown on how to earn Hero Points, Peter will let you know that he is late for a meeting with Harry and Mary Jane. Zip over to Midtown and meet them outside of the theater.



#### CHAPTER 2: A DAY IN THE LIFE

##### Goal: Fight Crime

• After the narrator takes a brief break, he will point you in the direction of some evil-doers. Chase the car down and approach the vehicle to trigger a fight scene. Defeat all of the enemies and hightail it back to the arcade.



##### Goal: Buy Swing Speed Upgrade From Store

• Check your map to locate the nearest Spidey Store (look for the "\$" icon) and swing on over. Purchase the Swing Speed Level 1 upgrade for the low, low price of 50 Hero Points.



After dinner, head toward one of the green "?" icons—these represent citizens in need of Spidey's help or potential spots for random acts of crime. Help some people out to get the necessary Hero Points.

• After swinging around for a bit and earning Hero Points, Spidey will tell you that he is supposed to meet Mary Jane across town. Follow the on-screen icon to reach Mary Jane's location in Chelsea.

• After Peter talks to Mary Jane, he will be alerted to some foul play inside the nearby art gallery. Foil the art theft and meet Black Cat near the roof. After a brief conversation with her, she will depart and you'll have to follow her along the rooftops. Keep close to her and don't let her get too far ahead. After catching her, you will receive some Hero Points and complete the chapter.



## CHAPTER 4: ALL IN A DAY'S WORK

### Goal: Talk to Jameson at the Daily Bugle

- Follow the on-screen icon to reach the Daily Bugle. Go to the top of the building, change into your street clothes and drop into the bathroom. Talk to Betty outside of J.J.J.'s office and she will let you in. After your conversation with Jameson, city editor Joseph "Robbie" Robertson will ask you to take some pictures of the city. Follow the coordinates, take the photos and return them to Jameson for some Hero Points.
- As soon as you leave the Daily Bugle, you will get jumped by Rhino. As in the comic book,



Rhino is tough but he isn't very bright. He has two types of attacks: a battering-ram charge and an attack where he uses the item he's carrying as a makeshift bat. Wait for your Spider Sense to tingle and dodge Rhino's attacks, then batter him with a flurry of punches before he can recover.

### Goal: Buy Level 2 Swing Upgrade From Store

- After the encounter with Rhino and Jameson's task, you should be able to head down to the local store and pick up Swing Speed Level 2 for a cool 1,000 Hero Points.

### Goal: Earn 3,000 More Hero Points

- You'll earn Hero Points for finishing Jameson's task, beating Rhino and possibly locating some Skyscraper Tokens. If all else fails, help out some citizens to earn some extra Hero Points. You are a superhero, after all.



## CHAPTER 5: A MEETING OF THE MINDS

### Goal: Go to Doctor Octavius' Apartment

- Doctor Octavius lives in a large penthouse just north of Central Park. Swing over to pay him a visit and check up on his experimentation with fusion.

### Goal: Buy Grapple Attack Upgrade From Store

- The Grapple Attack, a very useful combat upgrade, can be purchased from any store for 750 HP. While at the store, it might be a good idea for you to buy any



other upgrades that you need.

There are about 15 upgrades available at this point, so try to purchase some that you might find useful to your particular playing style.

### Goal: Earn 2,000 More Hero Points

- If you're running low on Hero Points, try delivering some pizzas; you can earn an easy 100 Hero Points for every pizza you deliver successfully.



## CHAPTER 6: CAT AND MOUSE

### Goal: Find the Five Photo Op Tokens

- There are five Photo Op Tokens scattered around the Greenwich Village area. Follow the yellow on-screen icons to locate each one. You can collect them in any order, but you must collect them all.
- After collecting the Photo Op Tokens, Black Cat will show up again. Follow her through the city and make sure that she doesn't stray too far ahead. After tailing her for a bit, you will catch her and confront her about the jewelry store theft that occurred.

### Goal: Go to Mary Jane's Apartment

- Mary Jane's apartment is located in central Greenwich Village, near the west part of the district. When you reach her apartment, you find a note that tells you to meet her at the movie theater.



Quickly swing over to the northeast section of Greenwich Village to meet M.J. at the theater before time runs out.

### Goal: Buy Level 3 Swing Upgrade From Store

- At any time during Chapter 6, stop by one of the Spidey Stores and pick up the Swing Speed Level 3 upgrade for 1,250 Hero Points. Try to complete the Photo Op Tokens task first; you get a cool 1,000 Hero Points for collecting all Tokens.

### Goal: Earn 2,000 More Hero Points

- After completing the "Photo Op Token" task and the "Mary Jane's Apartment" task, you should be about 400 Hero Points away from 2,000. Help some people around Greenwich Village to earn the rest.



## CHAPTER 7: PRIDE AND PREJUDICE

### Goal: Talk to Jameson at the Daily Bugle

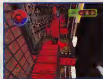
- Jameson has an assignment for you this time around. He wants you to get down to the Sports Arena to take some pictures of Spider-Man. Quentin Beck is trying to prove that Spidey is a fake and has challenged him to a duel. The duel is more of a mini-game, where Spider-Man has to grab criminals and deposit them into a container cell. Use the Grapple upgrade to grab the enemies, then carry them down into the green lit container cell to score a point. Outscore Beck over three consecutive rounds to win the first duel. In the second duel you'll have to maneuver through a crazy obstacle course while Beck is shooting non-lethal laser cannon shots at you. Carefully make your way through the obsta-



cle course, using the walls as shields from the laser fire, and hit each switch one by one. After hitting a switch, the platform will take you to the next part of the obstacle course. Press all of the switches to defeat Beck once and for all.

### Goal: Earn 3,000 More Hero Points

- Defeating Beck helps with this goal by adding 1,500 Hero Points, but you're probably still a little short. Try talking to Robbie to pick up a quick mission and 750 Hero Points, then go back to delivering pizzas or fighting crime for the rest. If you're really hard up for Hero Points, try visiting Mary Jane's apartment in SoHo—she might ask you to meet her for dinner, which is worth 500 Hero Points.



## CHAPTER 8: SUGAR AND SPICE

### Goal: Go to Doctor Octavius' Apartment

• It's time to pay another visit to Dr. Octavius. Pete is starting to get a bit skeptical about how Octavius will control the fusion generator's power, and you agree to meet him for dinner in order to discuss his plans.

• Just after your meeting with the Doctor, you remember that you were supposed to meet Mary Jane at the theater to watch her perform in a play. Quickly web your way over to the Flat Iron area. As you near your destination, trouble emerges in the form of a heist across town. Swing over to the crime area to investigate and stop the theft from taking place. When you finish, head back to the theater and wait for Mary Jane.



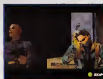
• Black Cat shows up again at this point and offers to show you the way to a big-time art thieves' hideout. Follow her through the city and beat down the mob at the warehouse with Cat's help.

### Goal: Buy Laval 4 Swing Upgrade From Store

• After you start Chapter 8, the Swing Speed Level 4 Upgrade can be purchased. Save up 1,500 Hero Points and buy it from one of the local comic book stores.

### Goal: Earn 3,000 More Hero Points

• By now you should be getting the hang of how to earn Hero Points. Remember that collecting Tokens, visiting Mary Jane and delivering pizzas can all reward you with extra Hero Points. If all else fails, resort to fighting crime whenever possible.



## CHAPTER 9: WHEN ALIENS ATTACK

### Goal: Talk to Jameson at the Daily Bugle

• Head back over the Bugle and talk to Jonah. He tells you that there is a news conference going on downtown and that he needs you to cover it. Don your Spidey duds and swing over to the Civic Center downtown.

• As you walk into the conference, you discover that your old pal, Quentin Beck has shown up and is causing major havoc in his new guise as Mysterio. You'll need to rescue six civilians and move them safely to the balcony by the entrance to complete this task. There are two civilians in the upper balconies; the rest are on the stage next to the Mysterio hologram. Avoid falling into the flames below and watch out for laser blasts from Mysterio's flying saucer entourage.

Once you have safely rescued all of the innocents, you'll need to bring the fight to Mysterio's saucers. Jump toward them and pummel them with repeated punches in the air, moving from saucer to saucer and defeating them one at a time.

• You aren't home free just yet; Mysterio has plans to destroy the Statue of Liberty, and Spidey is the only one who can stop him! Make your way over toward Liberty Island, use the last of Mysterio's saucers as sticking points for your webs and sling over to Lady Liberty. You'll need to destroy



the eight orbs that power the shield surrounding the Statue. Jump up and web one of the lower saucers around the statue; this will cause it to rise in the air. Once at its maximum height, jump off and web onto the infrastructure connecting the orbs. Swing around the Statue and destroy each orb with a barrage of punches in the air, one by one. After destroying an orb, immediately shoot another web onto the infrastructure and use it to make your way to the next orb. After all the orbs have been destroyed, head for the top of the statue and defeat the brain that is controlling the shield.

• After dealing with Mysterio, hightail it back to the other side of town and Mysterio's "hidden" hideout (his apartment). Look for a secret switch that conceals an elevator behind the bookcase, then take the elevator down to Mysterio's funhouse.

• Make your way through the funhouse, destroying Mysterio's Hop-N-Hacks along the way. In the second main area, you'll find yourself in a room filled with mirrors. Approaching a mirror will send a Spidey clone after you. Defeat the clones one by one and walk around the room breaking mirrors until you locate the exit. Leave Mysterio's apartment to earn an extra 2,000 HP and complete Chapter 9.



## CHAPTER 10: WHEN GOOD MEN GO BAD

### Goal: Buy Laval 5 Swing Upgrade From Store

• You should have a good collection of Hero Points by now, and upon starting Chapter 9 the Speed Swing Level 5 Upgrade can be picked up for a mere 2,000 Hero Points. If you haven't got it yet, go ahead and buy it now.

### Goal: Earn 3,000 More Hero Points

• This is where things start to get a little tough. Since there aren't any other tasks to do that give you a lot of Hero Points, you might want to attempt some of the easier Challenges, meeting with M.J. or delivering some more pizzas.



• After trying to earn some Hero Points for a bit, you'll be reminded that you are supposed to attend Dr. Octavius' presentation. Swing back over to the Central Park area and to the Doctor's abode. After the Doc's presentation ends, you will be responsible for destroying the power generators that control the fusion device. There are four generators, and although you can destroy them in one hit, you may have trouble getting close to them. The fusion device has a pulsating plasma ring that severely damages you if you get hit. Watch the pulse's pattern, and wait to move from one generator to another. When the



## CHAPTER 10: WHEN GOOD MEN GO BAD CONTINUED

coast is clear, jump and quickly Web Zip over to another generator. After destroying each generator, the plasma pulse varies, so be sure that you have the timing down before moving on to the next generator. If you see your Spider Sense act up, quickly tap the Evade button to avoid a plasma blast from the fusion core. Destroying the mechanism will earn you a much-needed 1,500 Hero Points.

• After earning your 3,000 Hero Points, Peter will remind himself that he is late for class...again. Zip on over to the Morningside area; you'll be jumped by some robots on the way. Take them out with some fancy flying combat, then continue on to school. After meeting with Dr. Connors, you'll need to head over to the Bugle to see if you can find out what's going on with Dr. Octavius.

## CHAPTER 11: THE UNDERWORLD OF CRIME

### Goal: Meet Aunt May at the Bank

• From the Daily Bugle, swing over to the Upper East Side and meet up with Aunt May outside of the bank. As you discuss the terms of her loan with one of the bank's staff, Dr. Octopus shows up and tries to rob the bank. When the battle starts, ignore Doc Ock at first; the real problem are the goons that he brings with him. Doc Ock can't really hurt you with his tentacles, but his lackeys are packing pistols and rockets, so be sure to take care of them first. Once they have been disposed of, lock onto Octavius and pummel him with hits in the air. Occasionally, Doc Ock will grab you with a tentacle and throw you across the room in an attempt to keep you away. Shrug off his attacks and continue punching him until he gives up.



• After the battle with Octavius, he'll snatch up Aunt May, run up to the rooftop and try to escape in a helicopter. You must now follow them through the city as Octavius makes his escape. Your objective is to attach a web to the helicopter. Quickly jump down from the building and web your way through the streets while trying to position yourself under the chopper as it flies above. After you have shot it with a web, hang on to the strand until the helicopter reaches the area near Manhattan Village.



• As soon as the Doctor drops off Aunt May, you will have to race a train to save her. Simply sprint down the tracks and get to her before the train does to keep her from kicking the bucket.

### Goal: Earn 4,000 More Hero Points

• You get a sizable amount of Hero Points (1,800) for defeating Doc Ock and saving Aunt May, so earning the rest shouldn't be too tough. And as you know, New Yorkers are so jaded that they never think twice about the fact that Spider-Man is delivering pizza.

## CHAPTER 12: SHOCKING DEVELOPMENTS

### Goal: Go to Your Apartment

• Peter's apartment is near the southwest part of West Village, so swing over to that area. After reaching your apartment and checking your messages, you find out that Jameson needs you to cover his son's charity event. Leave your apartment and go to Gramercy to cover the event.



• After John Jameson's "special" announcement, Black Cat shows up once again. She claims to know where to find Shocker, but you'll need to keep up in order to get on her good side. Follow her along the rooftops to the Lower East Side and a warehouse by the water.

• Make your way through the storeroom and into the large interior of the warehouse. You'll see Shocker inside, and after a witty exchange of dialogue, you will have to fight him. Shocker isn't too tough, but he does have some very damaging attacks. He likes to move around the warehouse a lot, so the best way to keep up with him is by pressing



Down on the D-pad to lock on to him. Get close and hit him with a few punches or attacks; Shocker will slowly start to glow as he begins to build up his power. You'll want to run and find a nice corner to hide in at this point, as Shocker will release a gigantic, expanding energy blast that can reduce your health by almost 50%. After avoiding the blast, lock on to Shocker again and repeat the process. After a few minutes, Shocker will call in some goons for backup; either let Black Cat take them out or take care of them yourself (for a few extra Hero Points). Continue using a hit-and-run pattern with Shocker to defeat him.

### Goal: Earn 4,000 More Hero Points

• You pick up 800 Hero Points by following Black Cat to Shocker's hideout, and you get another 1,500 for beating him. Since you have some good swinging experience under your belt, try completing a few of the Challenges to earn the extra Hero Points.



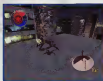
## CHAPTER 13: CLEANING THE SLATE

**Goal: Talk to Jameson at the Daily Bugle**

- Head back over to Flat Iron and to the Bugle. Talk to Jameson and he will give you an assignment to take a picture of a dignitary who is coming into town. From the Bugle, web your way over to Gramercy.

- On the way through Midtown, you'll hear a distress call for help from a man on the streets. Apparently, Mysterio needs some cash and he figured that robbing a convenience store would be the best way to get it. Put a stop to his crime and take his picture for the Bugle, then return and deliver the photos to Jonah.

- At this point, Peter becomes fed up with Jameson tarnishing his reputation, so pay J.J.J. a visit at the Daily Bugle. Black Cat shows up on top of the roof to give you a pep talk, and tells you that she knows where Shocker has been hiding out. Follow her along the rooftops once again; you will encounter some of Shocker's lackeys on the way. Continue following Black Cat to Roosevelt Island and to an old Oscorp warehouse.



- Make your way through the warehouse and confront Shocker for the second time. Shocker is a bit tougher this time, and defeating him will take longer. When the battle starts, Shocker will be covered by an electromagnetic field which makes him invulnerable. While the shield is raised, he will stand in the center of the warehouse and fire electric blasts at you from above. Avoid the attacks using the Evade button, and instead of attacking him, wait for Black Cat to shut down one of the generators on the catwalk above. When she does, she will ask you to shut down the opposite generator; this will momentarily lower Shocker's shield and make him vulnerable to attack. Hit him, then back off when he fires his energy blast, just as you did in the previous battle. After sustaining some damage, Shocker will restore his electromagnetic field. Work with Black Cat to shut the shield down again and lock on to Shocker once more to get a bead on his location. Batter him with attacks, avoid his energy blast and repeat the process to defeat him.



**Goal: Earn 4,000 More Hero Points**

- For defeating Mysterio and delivering the pictures to Jameson, you score 800 HP, and you earn another 250 HP on top of that for earning the Alien Buster award. After defeating Shocker you receive a whopping 2,000 HP; try to pick up the rest by doing some crime-fighting.

## CHAPTER 14: BURNING BRIDGES

**Goal: Earn 3,000 More Hero Points**

- As soon as the battle with Shocker ends, leave the warehouse as quickly as possible. Mary Jane's play is starting and you'll only have five minutes to make it back over to Midtown. Swing, wall-crawl and jump as fast as you can to reach M.J.'s play within the time limit.

- Even though you miss Mary Jane's play, you'll still be in time to save her from getting robbed by a bunch of goons. Play the role of hero and serve a beatdown to her would-be muggers to pick up some Hero Points.

- Spider-Man is supposed to meet Black Cat for a late-night rendezvous, and she's waiting for you in Midtown. Sling over to that area and meet her atop the large skyscraper opposite the Empire State Building.

- Black Cat says she has something to take your mind off of your problems, so race her over to a warehouse in the Garment District. Apparently there is some sort of arms sale going down, so you and Cat take it upon yourselves to



stop the crime. There are several criminals here that you'll have to fight, and two of them are wearing armored robot-like suits with heavy firepower. You'll want to take these guys out first, since they do the most damage. The easiest way to defeat them is by jumping over them and attacking them from behind; if you stand in front of them, you're liable to eat some machine gun fire or rockets that will reduce your health by 70% or more. Try activating your Spider Reflexes during the battle to make things a bit easier. Once the armored thugs have been taken care of, move on to the normal bad guys.

- You receive 1,500 Hero Points for stopping the arms deal, and after your self-discussion you should consult Black Cat for some advice on juggling your separate lives. Meet her on the Lower West Side.

- Web your way over to Mary Jane's apartment in Soho next and tell her how you feel, then wait for the cutscene with Doc Ock and Harry.



## CHAPTER 15: TO SAVE THE CITY

**Goal: Go to Your Apartment**

- Head over to the West Village and to Peter's apartment. While checking your messages, you'll hear one from M.J., telling you to meet her so that you can talk. You'll only have 1:45 to get to the diner near the Empire State Building, so you'll have to travel fast.

- After Doc Ock shows up and ruins your lunch, head over to El Barrio and meet Doc Ock near the southeast side of the neighborhood.



- Follow him along the train tracks to the Upper East Side and prepare for a fight. The key to beating Doc Ock here is having fast reflexes. Activate your Spider Reflexes and wait for Octavius to strike at you with one of his mechanical arms. Dodge the arm with the Evade button, then quickly tap the Web button to tie the arm down. Repeat the process with the rest of his arms and the Doctor will become temporarily incapacitated. Turn off your Spider Reflexes and use combos on him until he frees him-



## CHAPTER 15: TO SAVE THE CITY CONTINUED

self, then back off and wait for him to attack with one of his mechanical arms again. Repeat this process to defeat Doc Ock with little trouble.

• When the cutscenes are finished, you'll have 45 seconds to find Doc Ock's abandoned warehouse by the pier. Once inside, you will face Doc Ock and dismantle his fusion device once again. This is the most difficult fight so far; you not only have to avoid getting caught and pummeled by Octavius, but you also have to avoid getting hit by spherical bursts of plasma from the generator as well. There are nine generators that need to be shut down in order to stop the fusion device: four on the middle level, three on the same level as the reactor, one underneath the bottom floor above the water (look



in the far corner), and one on the wall just above the middle level. Shutting them all down will lower Doc Ock's energy shield, allowing him to take damage. When Ock gets close, dodge his mechanical tentacles as before and web them to the floor. When he is immobile, attack him with multi-hit combos to drain his energy.

There is a pattern that you can use to defeat Doc Ock rather easily; he isn't too fast on his "feet," so you can use this to your advantage. Stand on a level platform in a corner near one of the generators and wait for him to come close. When he approaches, activate your Spider Reflexes and use them to dodge his attacks and web his tentacles. Quickly switch off your Spider Reflexes and hit him with a small combo, then quickly move to another platform. This will give you time to recover your Hero Meter (try performing Air Tricks while jumping to the next platform) and to avoid getting caught in multiple attacks by Octavius. Use the four middle platforms just above the fusion generator as fighting points and employ this hit-and-run tactic to defeat Doc Ock easily.



## CHAPTER 16: THE FIRST DAY OF THE REST OF YOUR LIFE

**Goal: Earn 50,000 Hero Points**

• After beating the game, you can continue where you left off and perform any tasks that you have not yet completed (or purchase any Upgrades that you have not yet acquired). Earning an additional 50,000 HP might seem tough, but you have many ways to do this. Try collecting all of the Skyscraper, Buoy, Hideout and Secret Tokens to earn upwards of 25,000 HP, and complete some of the Missions to earn even more. You can even go back and complete all of the Pizza Delivery, Mary Jane and Photo Op missions to earn even more Hero Points and Awards.



## CHAPTER 17: THE SECOND DAY OF THE REST OF YOUR LIFE

**Goal: Earn 50,000 Hero Points**

• Thought you had finished, huh? Think again! Your only goal here should be to purchase the final Swing Speed upgrade from the Spidey store for the small amount of 50,000 Hero Points. Once you've done that, you should be able to complete most of the Challenges without too much difficulty.



### YOU'LL FIND THE SPIDER-MAN!

## TIDBITS AND SECRETS

We didn't find any real secrets or unlockable items in Spider-Man 2 other than some interesting Easter Eggs and locations. We also dug up a pretty handy cheat code that you won't want to miss!

### The Movie Theatre

After reaching Chapter 16, you will be able to purchase the Movie Theatre for 1,000 Hero Points. Doing so will allow you to view all of the in-game movies and cinematics. Look for the Movie Theatre to the southeast of Greenwich Village.



### The Fight Arena

Also available after reaching Chapter 16, you can pick up the Fight Arena at the Spidey Store for 5,000 Hero Points. Look for the Fight Arena in the same location as the battle with Shocker—an abandoned warehouse near the waterfront in the Lower East Side. The Fight Arena is basically an endurance match; you'll fight wave after wave of opponents. The sole purpose: to find out how tough you really are.



### The Arcade

The Arcade is located in the Lower West Side directly southwest of the Spidey store and southeast from the Pizza Parlor. There are four playable games inside, but only one is unlocked by default: "Dodge Hall." To unlock the rest of the arcade games, you'll have to beat them in succession, starting with Dodge Hall. Although you don't get anything special for unlocking and beating the arcade games, playing them will teach you some of the advanced combat techniques that Spidey can use.



Game	How to Unlock
Dodge Hall	Unlocked by Default
Directional Attack	Complete Dodge Hall Arcade Game
Web Attack	Complete Directional Attack Arcade Game
Air Combo	Complete Web Attack Game



## TIDBITS AND SECRETS CONTINUED

### Vulture's Feathers

Remember the epic battle with the Vulture in the first Spider-Man game that took place on top of the Chrysler Building near downtown? If you head back to that same building (look for the tallest building just opposite of the Empire State Building) and check the ledges, you'll see some large feathers that look like they could be from the Vulture's costume....



### World Trade Center Memorial

Activision and the game's developer, Treyarch, took great care and a lot of time reproducing New York City, and they even included the bright beams of light from the Twin Towers Memorial. You can find it in between the FC and Financial districts, just east of the FC district. It's not very easy to see, though, so try looking for it at night.



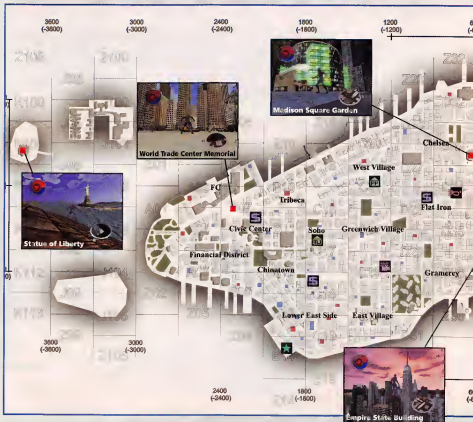
## TAKE A LOOK OVERHEAD

### THE NEW YORK CITY MAP

Spider-Man 2 takes place in New York City—not just parts of the city, but the ENTIRE city of New York. New York City is split up into 28 separate districts, each with its own distinct look and landmarks. Being able to travel quickly from one side of the city to the other and getting familiar with each district's landmarks should be your main goal, so we're including this handy map to help you.

#### Important Locations

- The Daily Bugle
- Pizza Parlor
- Mary Jane's Apartment
- Peter's Apartment
- Movie Theatre
- Fight Arena
- Arcade
- Spidey Stores





## TIDBITS AND SECRETS

### Activision Sign

If you check the central part of the Theater District, you'll see a giant black building with the Activision logo on it. There isn't anything going on here, unfortunately, but you can also locate a building just down the street with a massive Treyarch logo. Who knew they had offices downtown?



### Ellis Island/Liberty Island

There are a couple of Challenges and Tokens to be found on Ellis Island and Liberty Island, and the only way to reach them is by standing on top of one of the buildings near the coast and attaching a web to a helicopter and hitching a ride. There are several helicopters that patrol this area, so be sure to latch on to the one that actually flies close enough to reach Ellis Island.



### Cheat Code

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAVERT" as your name and select "Enter"; you'll see the name disappear. Now simply press B to back out of the "Enter Name" screen and unpause; you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.





**W**hen Square Enix and tri-Ace say "Till the End of Time," they must be referring to the estimated time when you'll finish the game. It's that long. My hands and thumbs are about to fall off, but somehow I've managed to put together a basic walkthrough for you. *Note: You must use the PlayStation 2's DualShock 2 analog controller (or an equivalent), since the game responds to analog inputs (i.e., pressing a button hard or soft).*

# STAR OCEAN

## Till the End of Time

Part One  
by Charlotte Chen



## SIDE QUESTS

There are many side quests that I did not have room for in this issue. These will be discussed at length next month. For now, here are some highlights. Some of the details may not make sense to you right away, but the only one that you need to pay attention to throughout the game is the first one, because it depends on actions you need to perform at a specific time in the game.

### 1. Ruddle the Traveler and Rumina the Tomboy/Izak Side Quest

This is just one of many side quests, but it's probably one of the most important. If you do it, then you'll be able to buy very good items from them near the end of the game, and you'll also get one of the items you need to recruit the best machinist in the game, who is never officially announced. There are three parts to this. First, go to Ptery after you've saved Ameena, but before the war begins. They'll be staying in one of the rooms in the inn. Go up to them and tell them to go south. After this, go to Arias and talk to them in the inn there. Tell them to go northwest. Finally, go to Atrygth and look for them in the inn again. Tell them they already passed Kirsia. Go back to Kirsia and find them in the bar. Buy the Blueprints from Rumina. If you want Izak, you need to have the Blueprints and the AI Program (you'll get it very late in the game), and you must have recruited the following inventors: Meryl (she needs the Dremel's Tool Set, which you can find in a treasure chest in the Sphere Company), Deijon (he needs the Ultimate Destruction Unit, which you can make using Fayt, Cliff and Maria through the Machinery skill) and Vanilla (who needs 30,000 fol). With all these factors complete, check the broken machine in Surferio and you'll get Izak.

### 2. Key Inventors/Inventions

**Arsala**—The best Alchemist in the game. He's in the northeast room of the first floor in Castle Aquaria, and will sign up with you if you give him the Philosopher's Stone. You can only get him after re-entering the Eternal Sphere on Disc 2. Also, the Philosopher's Stone must be created with Eliza or Peppita. The fastest creation is with Eliza, Macwell and Misty Lear (make an Original Creation with a cost of about 12).

**Puffy**—The second best Compounder in the game, and the only one from Star Ocean 2 that appears. You have to complete the Maze of Tribulations and give her the Experimental Remedy (she'll appear throughout the Maze). This dungeon only appears

after you beat the game once and save the clear data. The Experimental Remedy itself is on the second floor of the Maze.

**Boots of Prowess**: Invented by Chilico (Crafting)—Probably the best accessory in the game. The line should include Chilico, Aqua & Evia, Peppita or Chilico, Stanice, Maria with a cost of about 2,728.

**Veinslay**: Invented by Gusto or Boyd (Smithing)—An excellent sword for Fayt with an attack of 900. The line should be Cliff, Lias, Gusto, or Boyd, Maria, Sophia, or Boyd, Gusto, Lias with a cost of about 472.

### 3. Battle Trophies #46, 130 and 295

**Battle Trophy #46: Win by Freezing All**—You have to win while all your party members are frozen. Since this means "Game Over" in the regular game, you can only get this trophy while in the arena battles. Poison the monster and let all the party members freeze, then wait until the monster dies from the poison.

**Battle Trophy #130: Defeat Luther at Level 1**—You must beat the final boss (at least with regard to the story) while all your party members are at Level 1. This is difficult, since the only characters who start at Level 1 are Fayt, Sophia and Peppita. What you need to do is keep Fayt at Level 1 throughout the entire game...which means that you can't let him earn enough experience while on Vanguard III to level up. Run him straight to Norton's hideout, and when you're fighting the thugs at the back door, wait until all but one of them runs away. Go straight to the boss fight with Norton and let Fayt get killed, then switch to Cliff and never use Fayt again until the end of the game. That way you can use Fayt, Sophia and Peppita at the end. Yeah, the game's creators must have been delirious when they created this battle trophy condition!

**Battle Trophy #295: Hit With Battle Sphere 5 Times**—You must use the Battle Sphere item to get successful hits during battle. The catch is that you have to hit boulders with it. Fight in an area with falling boulders and use the Battle Sphere.

## WALKTHROUGH

### I. The Beginning



#### Granter Hotel

Get on a transporter at either end of the hallway. Go to the northeast room on the first floor, then to the central room. Look at the free-standing blue vending machine, then the console on the wall. Choose "Try to persuade Sophia," then "Don't worry. I'll protect you." During the battle simulator, you get a combat

tutorial. Make sure to create Battle Trophies data. If this is your second time playing, load your old data instead of overwriting



it. After the game, get back on the transporters. Save the game, because you fight three forced battles in a row.

#### Emergency Shelter

Go to Room 509, then Room 506. Choose to "Get some sleep." Go back to the transporters.

# I. The Beginning

## Helix

Talk to the people in the waiting room, then go into the hallway and enter the door on the east. You'll witness an argument between the Pretentious Earthling and one of the crew. Talk to the people in the hallway and return to the waiting room. Go back to the stairwell where the Pretentious Earthling was and go upstairs. Head north to the Bridge and speak to Commodore Volga. Go downstairs to talk to the Rosetti Troupe, then go back upstairs and head south to the escape pods.



# II. Vanguard III

## Pesotto Forest

Go north, then northeast until you reach Whipple Village.

## Whipple Village

Buy a Ring Mail at the Manybloom General Store. Read the sign in the center of the village, then talk to the village chief in the northeast house. Go to Niklas' house afterwards to get your sword back. Go back to the crash site, then back to Niklas' house. Leave the village and go back to where the punks were and the path should be clear. Level up some more if you're still really weak, then enter the ruins.

## The Ruins of Coffin



The enemies here are pretty easy. If you're having trouble, return to Pesotto Forest and level up. Once in a while, you'll see a large number painted in red on the walls. Go north until you reach a house. Fight the punks and they'll drop the "Beet-up Textbook," your first Counter Aura book. If an enemy hits you with a minor attack while your Fury is at 100%, your counter aura will rebound and stun them.

As the game progresses, these auras grow increasingly more powerful. Set them in the Skill Setup menu.

## Norton's Hideout

The skeletons are much stronger than the enemies outside, but they are easily stunned with a counter aura. Just avoid the major attacks by running away or interrupting it with your own minor attack. Major attacks are always preceded by the enemy turning purple. Go south and then west into a room with a save point. Look at the computer and input 256 (the numbers you saw outside). A door will unlock. Go outside and head east.



## BOSS: Norton

Counter his "Shooting Spree" attack, and dodge the stronger ones. Cliff is so strong you shouldn't have any trouble.

Get the Music Box Parts from the computer room, go back to Whipple Village and speak to the village chief to get the Medecentra Pyroxene, then go back to the crash site and head south.

# III. Elbow II



## Eagle

Speak to Cliff, then talk to Mirage three times. Get off the ship. Eventually a new character, Nel Zepher, will join your party. Her addition makes it pretty easy to beat up the knights and the inquisitor.

## Kirsia

Buy new equipment. Speak to a man in a house across from the inn, and the man standing by the mine shaft in the southwest corner of town. Go to the north area to eavesdrop on Nel. Go north to enter the Kirsia Caverns.

## Kirsia Caverns

Walk east until the road forks. Go south to find Scale Armor in a chest, then go north and follow the path as it turns west. A save point and a recovery point indicate an upcoming boss battle.

## Airgylph Aqueducts

The blue circle next to the save spot will completely heal you. Go south down the hall and grab the Worm-Eaten Tome. Use this and the Decrepit Tome that Norton dropped on Nel, since her MP is the highest. Pick up the Warrior's Bracelet from one of the treasure chests. Some parts of the floor are icy, so hold down the button to walk.



## BOSS: Giant Crab

He's very slow. You can counter his "Cannon Burst" and regular attacks. Keep to his back and dodge so you don't get frozen. Walk east until you reach the exit into the city.

## Royal City of Airgylph

Stay at the inn (these are always marked on the map with a blue arrow) to recover and save. Explore for some treasures, then exit the city to the east.

## The Traum Mountains

Walk east until you reach Kirsia. Don't veer too far north while exploring because the enemies will get significantly stronger.



## BOSS: Earth Smasher

The "Earth Glaive" attack can be countered. Dodge the boulders. Like most early bosses, he's pretty slow and not hard.



Pull the lever to open the gate. Exit to the west and loop back around to the area with the machine panels, which are now operational. Choose the "Steady" Hauler Beast and enter the mine shaft. Try to keep it at a steady speed under 25 kmph, and when the track splits and you are prompted to turn, turn the Hauler Beast in this

order: Left, Right, Left, Left, Left. When a warning sounds, it means a rockslide is ahead, so brake immediately to minimum speed. After the second rockslide, speed up slightly to break through three gates, then immediately slow down again so you can make the last left turn.

continued

**Bequest Mountain Path**

Arias is to the southeast. The north contains strong enemies you want to avoid.

**Arias**

Go to the Lord's Mansion on the northeast. Go to the back room on the first floor to meet Clair, then go upstairs and talk to Cliff, then check the bed to rest. Go back to the conference room to talk to Clair. Go out the southwest exit and take a shortcut through the Aire Hills/Kirsia Hills to head back to Kirsia.

**Aire Hills/Kirsia Hills**

Go west, resupply in Kirsia, then go out the south exit.

**Granah Hills**

Go southeast along the path.

**Kirsia Training Facility**

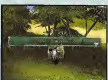
The instant you enter this facility, you'll be forced to fight some knights. Use the save and recover points afterwards. Go west around the perimeter until you reach a long north-south corridor on the east. From here, go into a hallway leading west, then through a door on the north that leads to the second floor stairs. Go around the perimeter again until you reach the stairs to the third floor, which are to the northeast. Walk to the west side until you reach another north-south corridor; from there, go through a door on the west. In the next hallway, a large door to the north leads to a kitchen with a save and recover spot. Talk to the young woman to get the Cuprite Key. Go back to the first floor and go northeast.

When you reunite with Nel, you're forced into another battle. The key unlocks the elevator. Take it to the second floor and pick up the treasure. Don't go out the south exit or you'll be locked out. Get back on the elevator and go to the fourth floor. Save your game, go south and face another boss.

**BOSS: Shelby**

Don't attack Shelby with ice, since it heals him. You can counter his "Giant Swing" attack.

After the fight, go back to Arias through Granah Hills, Kirsia, Kirsia Hills and the Aire Hills. In Arias, go to the conference room, then exit to the east.

**Palmira Plains**

The entrance to Petery is to the north. This is a very small area, so you shouldn't have any problems. Be sure to get the Cherubic Chest from the green treasure chest; it increases your success rate for creating items with the Craft talent.

**Petery**

Go to the western district and enter the first green triangle to the south. Speak to the girl at the counter and choose "Yes, I am." When she's done explaining inventing to you, go into the workshop across the street and



use the 1,000 fol to add another line. Now it's possible for you to create your own items (check our October issue for a more detailed explanation). Go back to the central district and approach the church in the middle. Choose "Relax while waiting for others." You'll get the Maiden of Irisa, an accessory which increases your battle escape speed by 20%. Go to the inn in the west district and talk to the girl at the left desk counter. Leave and enter the east district, then head south down the first street to talk to Ameena again. Return to the Inn and rest. After some events, head out the west exit.

**Sanmite Steppe**

This area is divided into two parts, split by the stone bridge. The enemies in the north are strong, so avoid the area. Just cross the bridge to get the treasure, then return to the south section and head west, across the river. The entrance to Duggus Forest is in that area.

**Duggus Forest**

Talk to the tired fairy, then get her some spring water. It has to be from a spring that is glittering. She'll identify the monster trees blocking your path. Head west and watch for rolling boulder traps. They won't damage you, but they'll force you back to the area's entrance. When you go far enough southwest, you'll find a shack. Inside you meet Roger S. Huxley, then get forced into a fight with two wimpy thieves. If you let Roger join your party, you'll fight an easy boss when you leave the area.

**BOSS: Moonshadow Clan Chief**

He's got moves similar to the regular thieves, like "Dagger Dance" which can be countered.

Head north and then west until you reach a save point. The next area is full of thick fog. There are two paths to the north; take the one on the west for another event and boss battle.

**BOSS: Mudman**

You can counter the "Mudman Blast," but be careful not to get hit with the "Poisonous Punch." He moves pretty slowly, so you shouldn't have any trouble.

The fog lifts after the battle.

Go south, then northwest until you find Ameena. Roger will leave the party, and then you'll be automatically returned to Petery. After some events in Petery, you can leave town through the north exit to go to Aquios.

**Irisa Fields**

The enemies here are stronger than the ones on the Palmira Plains, so be careful. Level up a little if you're having a hard time. Just go straight north to reach Aquios.

**Sacred City of Aquios**

Go to a house on the east side and talk to a nervous Ainynglyph spy, then go to Castle Aquaria. Follow Neil all the way without going into other rooms, otherwise the emotion level of all characters for Feyt will drop heavily. You can get treasures later. Also, the queen is able to heal you by giving you a blessing. When you meet Aquaria XXVII, an event takes place. Afterward,

# Androids Shed No Tears.



Tokyo 2049. Three lifelike humanoid biological weapons enter into a continuously shifting underground labyrinth to halt a major disaster affecting space and time. Utilizing their advanced weapons training, these three futuristic rebels must battle hordes of underground mutants. The battle for the future has begun.



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## AIR: ENIGMA II

talk to Cliff in the chapel on the first floor, then Neil, who's near the castle entrance. Go to the room on the southeast of the first floor and rest. Go upstairs again and talk to Elena and Dion in the southwest for another event. Head south when you're ready and go through Irisa Fields, Peterny and Palmira Plains until you reach Arias. Buy a lot of supplies for the long journey, save your progress, then go

out the northwest exit where some dragon knights are patrolling. If you can't defeat them, return to Palmira Plains and level up first.

**Bequered Mine**

Go north and Cliff will light a torch. You can light the other torches by going up to them and pressing X. Keep going north until you reach a barred door. Light the torch next to it and it will open. Go through it to fight a dragon, which will drop the Lightstone. With this equipped, a small light shines in front of you.



Keep going, and at a split in the road you'll be attacked by three dragons in a row. After defeating them all, keep going south until you find a door on the west with a pedestal by it inscribed with the words "Weave two into a single line of darkness." In the next room, light the two

torches in the middle, then stand between them until Fayt's two shadows create a straight line between them. Go through the door that opens on the west, then go north until you meet a dragon that runs whenever you approach. Chase it down and beat it up to get the Key to Barred Door, which is on the east. The next room has a door that's scared of light. Extinguish all the torches in the room and take off the Lightstone before you walk up to it. If you accidentally scare it, leave the room and come back to try again. Go out, then west, then north to find a door next to a pedestal that reads "Race ahead of thyself, but not when alone." In the next room, there's a switch on the floor that turns on all the lights and opens all the doors when you stand on it. Turn off the two torches next to the west and south doors, then go out the north door, approaching so that your shadow doesn't touch it. Go west and get treasures, then backtrack and go north until you reach a save point.

**BOSS: Cockatrice**

Watch out for its "Stone Bite," which may petrify you. However, you can counter it. When it turns purple, it means it's about to pound the ground and cause boulders to fall all around it, so run away from the area.

Check the northeast corner of the room to get the copper. Keep going west, save, then go southwest and you'll be outside. Inside the brick building, some of your allies are waiting (they only appear if you remembered to get the copper). A man standing by the cart will heal you, and one will start the carts if you're ready. As soon as you do, there are two fights in a row; one with some knights, and then a boss.

**BOSS: Demetrio**

By this stage, your characters are probably much stronger than Demetrio, and he'll probably never get his "Master Combo" attack released. When he turns purple, he's about to breath fire, so dodge and try to stay behind him.

Fayt suggests that you should rest before going on. Talk to the soldier to go back to the building with the healer and save, then come back and head for Arias. Before you reach it, another boss fight takes place.

**BOSS: Albel**

Albel is faster than any other boss so far. You can counter his "Air Slash" attack, but not his "Charge." Stun him, then have Cliff work him over with melee attacks.

Walk all the way back to Aquios by going out the east exit, then through Palmira Plains, Peterny, Irisa Fields and Aquios. Another event takes place with Mirage and Aneena. Go to the castle and speak to Dion on the second floor, then go back to the inn. After this, Clair Lasbard's father, Adray Lasbard, joins your party. Go to Arias and talk to Clair, then rest again. Get prepared for battle, save, speak to Clair again and say you're ready.

**Aias Hills**

Go west along the battlefield until you run into the leader.

**BOSS: Duke Vox**

Dodge or cancel his "Dragon Brigade Slash." You can counter the "Searing Breath" attack, while his "Steel Rend" attack should just be avoided.

After this fight, a long event takes place. Go back east toward Arias. After some events, you'll end up in Aquios.

**Sacred City of Aquios**

Sit back and relax, because the next series of events will take at least 30 minutes. Go to Dion's room in the castle, then go to the inn, then back to Dion's room. Speak to the queen and eventually another party member, Maria Traydor, will join you. Go to the chapel on the first floor,

then talk to the priest by the staircase to get Disintegration Hammers. Finally, descend into the dungeon below.

**Sealed Cavern**

Go straight into the first room and avoid the green monster. Press the switch on the statue in the northwest corner. Exit and go through the door on the east. Walk across the moving blocks and go through the next door. Here you can go west to get some treasure, then north under the moving blocks to reach the door on the east. In the room you enter, there are cracks on the east wall which you can disintegrate. Get the treasures and equip the Anointed Chain Mail on Nel or Maria. Get back, then go out the northwest door. Save your game here, then walk under the six moving blocks. Go through the north door, avoid the monster, go north, then east. The corridor has a cracked wall on the south side. Disintegrate it, then press the switch on the statue inside. Leave and keep going east to a room with a Lunar Talisman. If you go south, the door will lock behind you. You can backtrack also. Return to the save point and head west, under the now-moving block near the green monster.

**BOSS: Flying Knight**

Use the "Aerial" attack or regular weak attacks from underneath to knock him to the ground. You can stun him by countering him "Sword Quake" attack.

Go north to enter the shrine.

### Shrine of Kaddan

This is a large area. It's OK if you have to backtrack all the way to Aquios to resupply. Go north and approach the crystal statue.



#### BOSS: Crystal Statue

Trap it in a corner and have one character stay still and to counter its attacks and stun it while the other characters go to town on it. You can block most of its attacks, including the special "Tri-Spike" attack. After the fight it will drop a Saint's Stone.

Go north, then go east and beat up another Crystal Statue for a second Saint's Stone. Go south and loop east; you'll reach a room that appears to be a dead end. A huge earthquake shakes things up and debris falls, so hug the walls to avoid getting hit. The wall on the west is cracked now. Disintegrate it, then get the Saint's Stone from a treasure chest. Go toward the bend and furnace, and Fayt will automatically make the Saint's Amulet if you have all three Saint's Stones. Backtrack to the rooms where you fought the Crystal Statues. Inspect the walls for new cracks and get the treasures beyond. Go to the room where you fought the second Crystal Statue and head east. In the next room, disintegrate the cracked wall on the south and get the treasures. Exit and go north until you reach a save point. A boss awaits you in the next room.

#### BOSS: Crystal Cerberus



This boss is purple, and unlike the previous Crystal Statues, strong attacks won't hit it. Wait for it to strike, dodge the attack, then hit it with weak attacks or magic while its Fury meter is depleted. This statue also uses the "Tri-Spike" attack on occasion, which you can block.

Go north until you reach a room with four pillars. From there, go north until you reach a locked door. Follow the west corridor for treasure. The empty treasure chest starts another earthquake if you examine it. The east wall will crack. Get the treasure, then return to the room with the locked door to the north. Disintegrate the east wall. Keep going east past the treasure chests (if you open the closed one, it will explode). Go several rooms to the north until you reach a room with four doors and a statue in the center. You have two choices here: examine the statue and select four of your party members to fight increasingly more difficult one-on-one battles, or just go through the huge hole in the eastern wall to get around the doors. If you want to fight, select fighters from weakest to strongest, since the enemies get harder each time. Whatever you do, head north and follow the path as it loops back south. You'll find a door with two signs next to it. The left reads, "Send in a fool to touch the red gem." The right reads, "The ever-searching one shall be victorious." Keep going north down the east side, where you'll find a red gem in one room. Touch the gem, then go back to the door with the strange clues and go inside. There are two rooms full of moving blocks in a maze, but if you watch your map you can avoid them pretty easily. Touching the blocks by accident just sends you to the beginning of the maze. The second room contains two good treasures: 34,000 fol and a Celestial Pixie. Save in the next room, then finally confront the Vendeen.



**BOSS: Vendeen Soldiers**  
These soldiers are not much stronger than the ones roaming the shrine. Keep sidestepping their bullets, then get up in their faces to strike. If you manage to freeze one with Nel's "Ice Daggers" attack, you can kill it instantly with one hit afterwards.

Look at the pedestal and exit the shrine (there are no more enemies left). At the entrance, there's an event with Nel.



### Sacred City of Aquios

Go back to the throne room in the Aquaria Castle, which starts another long series of events. Speak to Maria to start a flashback sequence. When you gain control of Maria, just talk to everyone in the area, then talk to her mother to progress. Go back to the throne room when the flashback is over.

#### Samnite Steppe

Return to Pettery and leave through the west side. When you cross the stone bridge leading to the Samnite Steppe, you will be attacked by Schweimer.

#### BOSS: Schweimer



Schweimer attacks with two of his dragon knights. Dodge the "Searing Breath" attack and hit them before they use the "Master Combo." The game always displays the names of attacks right before they happen, so it's pretty easy to cancel, since it takes them a while to perform. Get underneath the dragons and knock them out of the air with regular sword attacks while they're low on Fury.

After disposing of Schweimer, go north into Surferio.

#### Surferio



Rest and buy supplies. Roger and his friends are in the southwest part of the city. If you have him join your party, it won't affect your game too much, so let him. He gives you seven books. There's a house in the north where you can rest for free, but it will cost you (you'll see what I mean).

When you're prepared, leave town through the west exit.

#### Passage from Parch to Plenty

There are no treasures here, and the locals aren't very friendly. Just run west until you reach the old man by the exit. Speak to him twice if you want him to sell you a map for 10,000 fol. Whatever you do, leave the cave and go north to reach the dunes.

#### Mosel Dunes



A water meter appears on the left, and it drains very fast. Fayt has to stand in an oasis and press X to refill the water supply. The faster you move, the faster it drains, so try to walk slowly from oasis to oasis and ignore the treasures for now (you can get them easier on the way back).

Go northeast until you reach the entrance to the ruins.

#### Ancient Ruins of Mosel

Save your game and walk into the room with several large game piece statues. Examine them and a short event takes place.



where you can see how they interact with each other. Basically, Thief defeats Symbolist, Symbolist defeats Warrior and Warrior defeats Thief. Go north and walk counterclockwise. When you enter rooms with statues, examine the pedestals and choose the white piece that

can defeat the black one. The last room like this is in the center, which you can reach from the west side of the ruins. Save and get the Aqua Veil from the treasure chest, which lets you walk



## THE ADVENTURE

through the Mosel Dunes without needing water. Examine the game pieces again, save, then go south for an event. Wow, it was long. Now you get to relax...after you walk all the way back to Airyglyph. The path is: Mosel Dunes, Passage from Parch to Plenty, Surferio, Sanmita Steppe, Petarny, Palmira Plains, Arias, Aire Hills, Kirsia Hills, Kirsia, Traum Mountains (exit Kirsia to the southwest to reach these) and Airyglyph.

### Airyglyph Castle and Optional Character 1



Roam around town and get some new equipment for everyone but Nel (she'll get some nice ones for free soon). Go to the castle, where Wolter reunites you with Albel. Albel joins your party. When you leave Airyglyph, a dragon knight at the end of the bridge offers to carry you to the Mountains of Barr. Don't go there yet. First, go to Kirsia and get all the treasures in Wolter's Mansion (two Blackberries, Book of Prophecies 2, Synthesis Materials), then go to the second floor where Wolter will give Nel her father's old weapon. Also, there are some crucial actions you need to take in order to decide who you want to keep in your party and who you'll want to kick out when you get near the end of the game. Eventually, you'll be forced to choose two characters out of these four: Nel, Albel, Roger and Peppita. Right now, you just have to choose your first optional character. If you want Nel, don't do anything different. If you want Albel, go to Petarny and rest at the inn. When Albel asks you if you hate him, choose "Not really." If you want Roger, go to Surferio and visit the first house to trigger an event. No matter what you do, your party right now will consist of Fayt, Cliff, Maria, Nel, Albel, Adray and Roger (unless you didn't pick him up earlier). Pick up some Basil before you leave, then head for the Mountains by riding the dragon or walking.

### The Mountains of Barr/Barr Caves

Go north to a dead end that splits west-east. Get the treasure chest on the west, then go east. Look behind the waterfall for two treasures. Now there's a north-south split. Go south for a treasure chest, then north to another waterfall. The entrance to the Barr Caves is behind it. Keep going north and exit the cave through the northeast. Continue north past the woman named Misty Lear and the Workshop outside. There's an east-west split again. Go east for treasures, then west until you reach a dead end with a save point and a cave.



**BOSS: Blue Dragon Zombie**  
The dragon moves pretty slowly, but if it hits you with breath attacks, you'll be poisoned or lose a significant amount of MP. It's also resistant to HP damage, so if you have a character skilled at the "Increase MP damage" skill, make sure it is set.

Pick up the Dragon's Windpipe. Go back to the Workshop and Fayt will turn it into the Dragon Bone Flute. Return to Barr Cave, exit to the south and go west. The northwest path leads to a treasure chest, the northeast to a waterfall. Go east past the waterfall and stand in the dragon's shadow until it grabs you.



Watch out for the mean red baby dragons and go south. Using a Jewel of Refuge

here helps a lot. Pick up the Superior Chain Mail in the east before leaving the area. In the south, there's a small cave with a nice purple baby dragon. Follow it to the exit, then stand right



next to it and play it a few tunes with the Dragon Bone Flute. Note its reactions; it helps in the next area. There are four types of music you can play: happy (press  $\square$  weak and short), sad (press  $\square$  strong and short), playful (press  $\square$  weak and long) and angry (press  $\square$  strong and long.) Go into the next cave and you'll fall into the Barr Caves. Walk south and east to find a large dragon relief. You can examine it to see how it feels, and it's also color coded: Yellow=Happy, Red=Angry, Blue=Sad, Green=Playful. Stand by it and play the matching tune to open it.

### The Ruins of Barr

Save and enter the ruins. Go east down the hallway to the laboratory. Get the dragon's cranium out of the jar. From the entrance, head north until you reach a giant door. It reads, "Offer the Dragon's Cranium while within the cross. The dragon reliefs seek nothing more than their favorite sound!" This seems pretty straightforward. Play the correct notes to keep opening the dragon relief doors. If you accidentally play the wrong tune, you're forced into a battle that can't be escaped. The idea is to light up each of the square panels in the cross. Some of these can be activated by stepping on them, but others must be turned on by standing on remote panels else-



where. First, go to the west to stand on two remote panels and get treasures. One of the dragon doors in the north part of the western section is changing emotions. You have to play the correct notes in the correct sequence to open it. In the eastern section, step on two

other remote panels and get four treasures. There's an emotional door here, too, but it only has two moods so it's easier to please. Once you step on all the remote plates, only the center of the cross should be unlit. Be careful not to turn off any of the lighted panels by stepping on them now or you'll have to turn them on again. Go up to the large north door and play the "Angry" tune. Save your game and go through the door where the last remote panel rests. Step on it and go back to the cross. Stand in the middle and offer the Dragon's Cranium. The north exit opens. Put on the Wind Charm accessory and then save your game, because as soon as you try to leave, you'll be attacked.

### BOSS: Robinwind



Robinwind, as you might imagine from his name, uses a lot of wind-based attacks—like a localized "Aerial Slash" that knocks you away if you stand too close, or "Rising Stream," which affects a wider area but can be countered. He also uses "Thunder Flare" magic and moves

rather quickly. Strong attacks might take too long to unleash, so try to counter and then hit him quickly with regular attacks. Dodge his arrows.

### Urssa Lava Caves

Most of these enemies will absorb fire and are weak against ice, so set your skills accordingly. When you enter, there are three paths to choose. First go along the east until you reach a giant bunny statue, then look behind it to get the Rabbit Ears Key. Second, go along the west path, then head north until you reach a door which can be opened by the Rabbit Ears Key. In the area beyond, the camera shifts to an annoying overhead perspective which you can't adjust. Check your mini-map to keep track of



## Alt. Mission 1

which way you're going. Take the west path and walk north until the road divides, take the eastern fork and keep going north until you reach a door. Speak to Vanilla and offer him 30,000 tol to help you (if you can afford it). He'll give you the Gutsy Bunny accessory in addition to the 10 Disintegration Bombs. (These only work on ice blocks.) Backtrack out of the area until you reach the Barr Caves. Before you



leave, go out the north exit until you find Misty Lear. Give her the Spirit Stone you found in the Ruins of Barr and she'll sign a contract with you. Head south until you reach the dragon knight on the mountain path to get a lift to Airyglyph.

### Airyglyph Aqueducts



on items and rest before heading back.

### Ursula Lava Caves

Take the west path to Vanilla's house again and he'll make you the Ring of Disintegration. From now on, whenever you're in an inn, another rabbit will be wandering around, offering to

recharge your ring with its life force. Backtrack out of the caves and save your game in the ruins, then enter and take the northern path leading to Crosell's Lair. Disintegrate the rock that's blocking access to Crosell's lair. Get ready for two fights in a row.

### BOSS: Crosell (Part One)



This is just an initial test to see if you're worth his time. As soon as the battle starts, he'll start stomping around, so keep your distance at first. Later he'll also use "Doom Raid," an attack that affects the entire battlefield. This can be countered with Fury, but be careful: it hits three times while he's in the air, and once more when he lands. If it strikes you, it knocks off significant amounts of HPMP. Stop him from casting it by hitting him with a strong attack right beforehand. After beating him up for a while, he gets excited by the challenge and the real fight begins. It's pretty much the same, except it takes longer to defeat him. His "Supreme Fire Breath" might cause some damage, but just stay behind him.

When you're back in Aquilo, talk to everyone in your party. Cliff is in the castle hallway on the first floor, Maria is in the chapel, Nel is in her room in the castle, Adray is in Claire Labard's room in the castle, Roger is at the grocer's and Albel is roaming around in the center of town. Don't forget to talk to Mirage as well. In the guest room in the castle with the save spot. Next, go to the castle balcony behind the throne room on the second floor. The longest event ever will start playing, and Nel, Albel and Roger will be removed from the party.

## IV. Back to Space

### Diplo

Rearrange your party so it consists of Cliff, Fayt and Maria. Set Maria's skills and equipment. Talk to all the crew members on both the upper and lower decks of the Diplo, then go back to the bridge. After some events, you'll be prompted to save your game, then insert Disc 2. Talk to everyone again (Mirage and Steeg are inside the transporter). Eventually, Maria will tell you that the transporter is ready.

### Kirsa Training Facility

You're forced into a battle with some Vendeen soldiers, but they're not hard. With the Ring of Disintegration, you can get some treasures you couldn't access earlier. You start in the third floor kitchen, where you can heal and save. Go back to the first floor (there are no enemies on the first or second floors). Get on the elevator and go to the fourth floor. Save and go to the rooftop for an event in which the character you chose for your fifth character (Albel, Nel or Roger) will reappear. They can't join your party, though, so the next fight has to be handled with Cliff, Fayt and Maria.



After this, the person who came to help you will join your party permanently, along with Sophia.

### BOSS: Biwig

This battle shouldn't prove too difficult. Just dodge the bullets and take out one soldier at a time. They might try to use "Illusion Rifle," but it's slow and you can probably cancel it by striking them first.

### Federation Battleship Aquasile

Go to the southwest part of the ship and talk to Maria. Explore the ship and use the computer at the end to buy items. After you're done, go to the area immediately southeast of the bridge and enter the room with a save spot. Go to sleep, then go to the bridge, then to the transporter, which is in the south central part of the ship.

### Moonbase

Go west and you'll end up in a large central area. The area due west leads to a room which is full of refugees. Speak to the Federation employee inside for some free healing. Peppita is here also. There's a weapons shop to the north, and in the south is an items store. Don't spend too much on weapons, since you'll get some better ones soon. There's also an elevator on the east side that will take you to a computer where you can visit an armorer, an outfitter or a workshop. Basically, just blow the map up to full size and check out any green triangles to find useful places. In the northwest arm you should see some yellow triangles on your map. One of them leads to a bar. There are also Rossetti Troupe members standing in the northwest and southwest branches, guarding the area. Go northwest until you reach the next area. This is another circular room with arms leading in various directions. Go west.



### BOSS: Proclamer

The "Divine Wave" is an area-effect attack. Try to cancel it or stay out of its way. "Speed Hack" indicates that it's about to instantly teleport to attack a different party member. The Proclamer causes significant damage, so if your HP or MP stats are low, you might want

to level up first. Be very careful not to set off its counter aura, which is a homing missile.

continued

## 14. Back to Planet



Peppita will join your party temporarily. Go back east, then southeast. Ride the elevator near the Rossetti Troupe member and you'll get some nice new weapons (Runic Cloak, Ablative Shield, Battle Armor and Spike Shoes). Restock and save, then go back to the area

where you fought the Proclaimer. If you explore, you'll find a lot of treasure chests. If you just want to leave fast, head southwest and you'll enter another area with a semicircular formation. Go due east to reach another wheel-shaped intersection, then just keep going around the circumference until you reach a save spot and an elevator on the east side. Take the elevator down to enter the research laboratory and learn some interesting facts. After this, return to the central area. Peppita will try to join your

party permanently. If you let her join you, one of the other optional characters (Albel, Nel or Roger) can't join you later.

### Federation Battleship Aqualeic

Talk to the commander, then rest in your room. Go back to the transporter, then get on the long-distance transporter that's due south of the bridge.



### Planet Styx

The enemies here are very difficult, but they drop a lot of experience. If you're brave, stay near the save and recover spots and try to level up slightly. Head north (there aren't any treasures, so don't veer off course) until you reach the Time Gate.

## V. 4D Space

### Arkives



You'll enter a brief scuffle with some security guards. They're not too strong, but their guns will immobilize you for a short time if you get hit. Dodge the bullets, then get up close to take them out. You'll receive the Authentication Disk after the fight. Go to the center of

town and take the transporter. In this new area, get on the transporter on the western side. Go to the station in the center and take it to Gemity.

### Gemity and Optional Character 2

Walk north and talk to the girls behind the counters. One of them will refill your HP/MP for free. Buy some new equipment as well as the Keen Kitchen Knife, which you can give to The



Killer Chef in Surferio to create a contract with him. It's expensive, but if you can afford it, buy two; it increases the success rate of your Cooking skill during item creation. In the far north is a central area with transporters leading to many recreational areas. Spend

some time relaxing here and leveling up in the Battle Arena, since you won't be able to come back for a long time after you enter the next area, the Sphere Company. All the transporters are labeled, so take any one that leads to the Eternal Sphere. Talk to the attendant, then check the computer. Speak to everyone, then to Maria. Four destination choices will appear: Vanguard III, Elicoor II, Sol III: first satellite (Luna) or Planet Styx.



The most important place to go is Elicoor II if you want to get another party member from there. This is the final character you can choose personally. If you want Nel, speak to her in her room on the first floor of Castle Aquaria. If you want Roger, go to Surferio and talk to

him. If you want Albel, go to Kirsia and speak to Woltar, then go to the area where you fought Crossell, in the Urns Lava Caves. Rayt must defeat Albel in a one-on-one battle before he'll join you. Return to Gemity by using the warp point that appeared in the Aire Hills/Kirsia Hills. After the event, you can still check the terminal and go to the other locations. When you're ready, go to the main station transporter and talk to the attendant. You're allowed to access the Sphere Company now, but be aware that once you go in, you can't come back for a long time. Return to

Arkives and get the Smithy Hammer from Had's house first, then participate in some more recreational activities in Gemity. When you're ready, buy a lot of Physical/Mental Enhancers, rest by talking to one of the girls near the station entrance in Gemity, then enter the Sphere Company.

### Sphere 211

As soon as you enter, you'll be attacked twice in a row: first by some security guards, then Azazer. If you have any trouble, rest and then level up a bit in the Gemity Arena Battles. The first fight is simple enough: just run around them so their bullets miss you and then start pounding on them. They can cause a lot of damage if you get caught in the crossfire, but as long as you're careful it should be OK.

### BOSS: Azazer



Azazer is difficult because he can reduce your MP in a hurry. His "Sniping" attack can be countered, but he releases it very quickly. Make sure you have plenty of Mental Enhancers or you'll be wasting a lot of Fresh Sages to keep the party alive. He also uses "Crystal Prison"

which may freeze you and also causes MP damage. As before, if you need help, go gain some levels first.

After this, you can infiltrate the Sphere Company. Keep looping around the perimeters, taking the stairs and collecting treasures until you reach the fifth floor. Make sure you pick up Dremella's Tool Set from the fourth floor; it's in a tiny room to the northwest. As you walk west, you'll encounter Blair, who'll give you the Uninstaller. The other employees in the room will help you out with healing (the man sitting at the computer) or items. One of the women will give you a number of free items, including the AI Program, which you'll need in order to get Izak. If you speak to her again, she'll sell you some regular items. Leave the room through the west exit and go toward the elevators.

### BOSS: Berial and Belzeber



These guys are much stronger than Azazer, and they are able to petrify you, so stock up on some Sage or equip any items you may have synthesized that grant you immunity. You can block some—but not all—of the torpedoes, and the whip is as dangerous as Azazer's sword.

If you get hit by homing missiles, you'll probably get knocked out, so keep on moving and try to defeat the gunman first. Either way, taking them out one at a time is much easier than trying to fight them simultaneously.

## V. 5D Sphere

Go back to the main room, where you can heal and save. However, the elevator is broken, so you'll have to backtrack to where Blair gave you the Uninstaller and go west until you reach a room with a branch heading to the northeast. Follow it, then take the northwest branch from the room full of treasures to reach the Elevator Control Panel. Examine it to turn on the elevators. Walk back to where you encountered Blair and return to the east. The north elevator can take you to Floors 6 through 100. The south one warps you back to the fourth floor. There are some treasures you might want on the sixth floor, but nothing else has anything much. While on the sixth floor, ignore the south arm of the cross intersection since it leads to an empty chest. Get the treasure from the west side, then go back and walk north from the elevator, then east to another cross intersection, then south until you reach another elevator. You can use it to go to Floors 7-100 and 211. Spend some time leveling up or exploring if you want, then shoot to floor 211 from any of the elevators that take you there. Get the Dilapidated Textbook from a green treasure chest on the east side and set your new counter aura. Go to the save/recover spots and get ready for three boss battles in a row.



### BOSS: Proclaimer

Since you've already fought a Proclaimer, there's not much here that's new. Watch out for the MP-draining "Divine Wave" attacks, but as long as you strike and retreat, you should be all right.

### BOSS: Executioner

"Dark Sphere" will suck down your energy like nothing—if you see one of your party members about to go down that drain,



about to shoot, run beneath it and attack from behind. "Disaster" homes in on you and knocks off HP and MP, so run if you see it coming or do your best to stop its deployment with a normal strike.

### BOSS: Convictor



Compared to the previous battles, the Convictor is relatively easy. The "Aeroblast" attack can be deflected with your counter aura, and when he starts some hocus-pocus that results in a dark circle on the ground, just run out of range. He's got a lot of HP/MP, but as long as you are patient and don't do anything silly, he'll be down in no time.

Use the save/recover spots near the Time Gate, then head south along Planet Styx, running away from monsters until you reach the site of the shuttle landing.

### Diplo

Talk to everyone, then to Mirage a second time. Take the transporter to Elicoor II.

## VI. Elicoor II/Eternal Sphere

### Sacred City of Aquios

You'll land right outside the city. Mirage will also join your party. There are much stronger enemies in the Irida Fields now, so tread lightly. Speak to the queen and she'll let you use the Sacred Orb.

### Sealed Cavern/Shrine of Kaddan

Stock up on items and rest before re-entering this area. If you performed the Ruddle/Rumina side quest, you'll find them in a house in the northwest side of Aquios, selling the best equipment you can buy. The enemies are much stronger than before. Don't waste time with the rolling crystals; they're incredibly strong and you don't get squat for defeating them—no EXP, no foil. The area where you defeated the Flying Knight has a new guardian.

### BOSS: Lesser Eye



The Lesser Eye absorbs ice-based attacks and can cause petrification. The "Fear Circle" will injure your party while it heals itself. Since it's floating, you should equip some anti-air and long-distance skill sets before you start the battle, like Nel's "Flying Guillotine." Once in a

while it shoots colored lights out of its smaller eyes and a laser out of its one big eye; just stay behind it to avoid those attacks.

After this you can enter the shrine, which has some new treasures you can access by using the Ring of Disintegration. When you reach the area where you fought the Crystal Cerberus, you'll fight a new enemy.

### BOSS: Dark Armor



Three of these will gang up on you. The "Hammer Quake" attack will sweep a wide area, so run for your life if they're about to smash you while their auras are purple. They can't perform any magic (symbolism) attacks, so if you just hit and run, they'll go down after a really long

time. It's best to try to divide them up and take them on one at a time, using the battle mini-map in the upper right corner to see which party members you need to heal.

Go north a few rooms, then east (through the hole in the wall you disintegrated earlier) until you reach the large staircase on the west.



### BOSS: Crystal Statue

You'll fight a faster version of the old Crystal Cerberus. He's nothing you can't handle. Block his charging attack, then attack with melee punches to keep him still while another character launches a long-range attack.

Keep going north, fighting or avoiding the stationary Crystal Statues in the next rooms, unless you just love fighting. Finally, you'll reach a room where you fight the last boss of this area.

continued

## VI. Editor 16/ Eternal Sphere



**BOSS: Dark Eye**  
He uses the "Fear Circle" and "Misery Circle" attacks; just don't stand near it when this happens. "Dark Sphere" will cause status ailments and drain health, so keep an eye on your teammates and heal anyone with status problems.

Go back to the room that has the Sacred Orb, then return to the audience chamber in Castle Aquaria. If you completed the Rudie/Rumina mini-quest, they should be in Aquios, selling the best weapons you can buy in the game. Prepare for the final stages of the game by getting supplies or synthesizing useful attributes to your weapons. Make sure you get some that give you immunity to paralysis. When you're ready, go back to the Mosel Dunes. If you forgot the way, it's through Aquios, Irka Fields, Peterny (exit Peterny to the west), Samnite Steppe, Surferio, Passage from Farch to Plenty, then Mosel Dunes.

**Mosel Dunes/Ancient Ruins of Mosel**

While you're in Surferio, change your skill sets so you're using ice-based attacks. Also equip any anti-ailment accessories you've bought or synthesize them into your weapons, since you're going to be attacked as soon as you go out past the greedy old man who's trying to sell you a map for 10,000 fol.

**BOSS: Chimera**

The Chimera is very fast and likes to pounce on you until you die. Fayt's "Deep Freeze" and Neil's "Ice Daggers" are useful moves, but be sure to keep an eye on health and reserve another character for healing or resurrecting the others. The Chimera's "Triple Attack" can be blocked,

which gives you much-needed time to recover while it's stunned. You can also block the "Pyroblast" attack.

Go back to the Ancient Ruins of Mosel, in the northeast, and go to the large room where you had the war conference earlier. You'll be attacked by another boss.

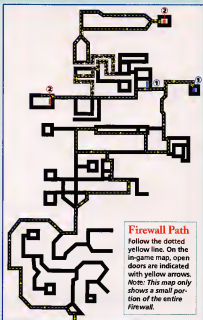
**BOSS: Stone Golem**

He's very strong but slow, as you might expect. Just keep your distance and use long-range attacks or magic that targets his MP. If you're standing near him, he might literally try to sit on you, which causes huge amounts of damage. He's got a pretty long reach, too, so don't just stand still while you're attacking. "Flaming Blow" is a really powerful attack that will most likely K.O. any character it hits.

Go down the stairs on the west. Walk through the monitor and you'll be inside the Firewall.

**Firewall**

This area is extremely large and convoluted; it has one-way doors that are reversed with switches, and rolling polyhedrons that warp you to the beginning of the area if you get hit accidentally. Follow the dotted yellow line on the map to get through this area. Press R2 to blow up your own in-game map so it's easier to follow along. You only need to hit two switches, and it's useless to explore because there are no treasures whatsoever. Note that the important switches and the doors they open have corresponding numbers on the map I provided.

**Firewall Path**

Follow the dotted yellow line. On the in-game map, open doors are indicated with yellow arrows. Note: This map only shows a small portion of the entire Firewall.

**BOSS: Battlecopter**

Before the battle, equip some anti-air attacks like "Air Raid" or "Aerial Assault." The battlecopter is pretty easy, compared to the last few bosses you had to deal with. Its "Back-throw" attack can be blocked and you can dodge its other attacks (standard shooting or dropping bombs) without any trouble.

A new save spot materializes, so use it, then get on the transporter and warp to the Spiral Tower. Alternatively, you can leave the way you came, but it's a long road and I don't recommend it unless you're very low on supplies.

**The Spiral Tower**

There are crystals blocking your path, but they can be removed with the Ring of Disintegration, even if it has zero charges. Go to the second floor, then save.



**BOSS: Pseudo Blair**  
She's fast, but she doesn't have a lot of health. If you get right on her, you should be able to defeat her without too much trouble. She has some strong attacks, like "Eddy of Light" which encompasses the entire battlefield. Just try not to let her

get the attacks off the ground and she'll go down.

# VI. Encore II/Eternal Sphere

Go north and you'll reunite with the true Blair. The crystals entrapping her can be deactivated by defeating three mini-bosses guarding the corresponding crystals in three rooms that shoot off from the central area. Go through the green gate to fight Ruktogias, the red gate to fight the Death Beasts and the blue gate to fight the Chimera Hawks.



## BOSS: Ruktogias

This guy doesn't look "mini" to me. A typical powerful and slow boss. Hit-and-run works fine; you just need to be patient. Alternatively, if you've leveled up your character's "Increase MP Damage" abilities, then it might be a faster way to defeat him.



## BOSS: Death Beasts

The two beasts are pretty fast compared to Ruktogias, but their HP is much lower. Concentrate on one beast at a time, and use counters to slow them down.



## BOSS: Chimera Hawks

Stick to anti-air techniques. As in the previous fight, focus on one at a time.



Go back to Blair and she'll fix the elevator. Now go to the third floor and look at the pedestals. The crystals in them are changing colors in a specific order. The crystal in the red pedestal changes in this order: black, white, yellow, blue, red. The crystal in the blue pedestal changes in this order: red, blue, yellow, white, black. These give you clues as to how to unlock the colored doors in this area.

Each door is near a room that contains a large numbered crystal set between two pedestals containing smaller crystals. The idea



is to change the color of the large crystal so it's the same color as the door, and you accomplish this by changing the colors of the smaller crystals. The number of the large crystal indicates the maximum number of tries you have. It's possible to create the correct colors and open

the doors using fewer tries, but if you use exactly the number of tries allowed, a treasure chest will appear.

Green Door (8 tries): Red three times, Blue three times  
Orange Door (10 tries): Red nine times, Blue once  
Purple Door (2 tries): Red once, Blue once  
Red Door (9 tries): Blue eight times, Red once  
Yellow Door (16 tries): Blue five times, Red seven times, Blue four times

After opening up all of these doors and getting the treasures, head for the northwest to reach the elevator to the fourth floor. Keep taking elevators until you reach the sixth floor. The elevator is not working. There are three paths from this area that lead to small sections, each of which contains one cracked wall. The cracks are slightly hard to see, since they're set in the

lighted parts of the wall, but if you have your Ring of Disintegration window open while you're walking, the green grid will appear when you get near it. Disintegrate all three walls and step on the switches to start the elevator. Take all the elevators until you get to the tenth floor, then walk up the long staircase to the north until you reach a save spot. The final boss awaits. Check your equipment, put on Amulets of Freedom or any other anti-paralysis items, set your tactics and skills (including the counter aura) and then approach the large door.



## BOSS: Luther (Part 1)

This initial fight is fairly easy. Just keep pounding on him with strong attacks. It's the next fight that gets a little hairy.

## BOSS: Luther (Part 2)



"Flaming Divide" and "Expansion Force" can be countered. If he's about to cast "Laser," just switch to whatever character is in the area of effect and run away. "Perfect Symmetry" cannot be countered, but you can run away from it or cancel it if you hit him hard and fast enough. "Insanity Prelude" is his strongest attack. It covers the entire battlefield and Luther is invisible (and therefore untouchable) while it's active. Try to stop him before he casts it; otherwise, run to the edge of the battlefield and resurrect any dead characters to keep from having all three of you

knocked out at once. This is a pretty hard battle, but if you stay on him—and manage your health carefully—he'll go down.

After the battle, the game's ending will play, the credits will roll, then even more of the game's ending will play. When it's done, the Clear data will automatically be saved to your memory card. If you start your game with the clear data, you'll still be right outside Luther's door, but if you walk south, a pink bunny will be standing there. Speak to him to get some ducks and to warp out of the area.

## NEXT MONTH:

*Star Ocean: Till the End of Time* is far too deep for me to fit all the information you'll need into one issue, so check the October issue of *Ties & Ticks* for more information on Battle Trophies, Gemity, Inventions, Mini-Quests, Private Actions, Multiple Endings and Secret Dungeons!



## Gameplay

*Crimson Tears* is an action-oriented role-playing game that's similar in some ways to *Phantasy Star Online*. Your "town" is a small, sealed-off section of Tokyo with three shops: one for items, one for guns and one for bladed weapons. There's also a small population that you can talk to for a little background on the game's story and some general advice. Once you have finished exploring the small town and loading up on supplies, you can enter the warp gate beneath your headquarters. The warp gate leads to eight randomly-generated dungeons; in each one, you'll battle a variety of monsters in real-time combat to gain items and experience points to strengthen your character and advance into harder dungeons.

Progression through the game is very straightforward:

- 1) Warp into the dungeon and fight your way to the boss, who is located on the very bottom (or top) floor.
- 2) When you have finished a dungeon, go outside and talk to the people in the town. One of them will ask you to retrieve an item in the dungeon that you have just cleared. You will then have to go back into the same dungeon and claim the item from an enemy that's usually located on the floor before the boss floor. When you find the item in question, return it to the person for a prize (which is usually not worth the trip).
- 3) After you have retrieved the item, you can talk to the gambler at the far end of the town. He will bet money that you cannot go in and get out of the defeated dungeon quickly. If you prove him wrong, he will reward you with SPM upgrade parts. After performing these three tasks, you can cross that dungeon off your list and move on to the next. Steps 2 and 3 are not necessary to move on, but they will greatly boost your experience and make you stronger for the dungeons ahead.

## A.R.M.A. Humanoid Weapons

Each of the three playable characters has specific strengths and weaknesses that you should be aware of before investing time and resources into them. They all seem alike at the start, but as they gain experience, you will notice them starting to diverge in skills and weapon usage. For this reason, one character might become better for certain situations than the other two. You can choose to play all three characters so that they will all level up evenly, giving you a well-balanced team, or you can just level up one character into a super-powered fighter.

**T**okyo, the year 2049: Wild experiments in the DNA research facilities of the super weapons manufacturer A.R.M.A. have produced a freak explosion, causing distortions in the planet's spatial dimensions. These dimensional labyrinths, or "dungeons," have dangerous bio-engineered weapons running rampant inside. Fearing that these weapons may break out into the Tokyo streets, A.R.M.A. sends in three of its newest, most powerful Humanoid weapons—Amber, Kadie and Tokio—to fight against the unknown dangers and stop the potential outbreak.



<b>Unique Ability</b>	Can equip two bladed weapons at once
<b>Best Combat Method</b>	Bi-Sword (Bl), Bi-Sword (Fr)
<b>Strengths</b>	Quick, seamless strike combinations that inflict high damage to opponents which are difficult to counter attack; good attack range from Bi-Sword strikes
<b>Weaknesses</b>	High-maintenance; heats up dangerously quick; expensive weapons with high repair costs

Because she can wield two weapons, Amber has high damage output, but it comes with a high heat and money cost. You'll burn through Coolants to keep her from overheating and spend tons of money for expensive weapon repair. Defensively, she has a good amount of health and defense points, which make her a well-balanced fighter. Amber is a hard, costly character to level up with, but she's very strong at high levels...as long as you have the money to keep her happy.

<b>Unique Ability</b>	Can equip Claws and Buster Swords
<b>Best Combat Method</b>	Hand-to-hand
<b>Strengths</b>	Low heating rate, can easily perform high-hitting combos in hand-to-hand combat
<b>Weaknesses</b>	Low health points, low defense, short attack range in hand-to-hand combat

Kadie is the quick, combo-crazy character of the group. She doesn't hit hard, but she does hit a lot. Her core weapon selection of knives, claws and gloves (hand-to-hand) allow her to strike quickly, which can add up to high combo counts and bonus experience points. Her only downside is a lack of health and defense points. If Kadie is hit just a few times, she will be in dire need of some Energy. An excellent character to use at first, but she doesn't quite measure up when you start getting into the more difficult dungeons.

<b>Unique Ability</b>	Can wield dual guns; able to use advanced, high powered guns
<b>Best Combat Method</b>	Hand-to-Hand
<b>Strengths</b>	Can use high-powered guns such as Machine Guns and Laser Blasters; high damage output with low heat cost; high health points with great defense
<b>Weaknesses</b>	Short attack range from hand-to-hand combat; very slow with bladed weapon combinations

Tokio has superb hand-to-hand combinations that make him a great fighter to use up close. He can also take out enemies from afar with powerful guns that are revealed later in the game. Along with his high health points and awesome defense, these skills make him the character to use from start to finish. The heavy guns that he alone can use will make the final few dungeons and final boss much easier to handle. I strongly recommend using Tokio for the majority of your trials.



## Weapons

The weapons in *Crimson Tears* are just as in-depth and complex as the characters that carry them. All melee weapons have hit points and experience growth just like your character does. Leveling up and taking care of your weapons is just as important as leveling up and taking care of yourself. Having a strong, experienced weapon will determine if you will be just an average fighter or an all-out wrecking machine.

• **Leveling Up Weapons**—Leveling up your weapon is the same as leveling up your character—you use the weapon to kill enemies and gain experience. You'll earn more weapon experience from having a high combo count, so try to keep your combo going, even if the enemy is already dead. Before long, you will notice your weapon increasing in levels, which is indicated by a plus sign and a number beside the weapon name. When your weapon gains a level, it will gain additional attacking power and overall endurance to help keep it from breaking. When you find a weapon that you like, be sure to take time to level it up. There is no greater feeling than using your +20 Combat Glove to pound your foes dead with one hit!

• **Watching Weapon Status**—As you attack with your weapons, the weapons will slowly become weaker. They will also endure heavy damage when you are attacked while the weapon is equipped. When a weapon becomes weak, it will show signs of breaking: the weapon's name will change from white to yellow, then orange and finally red. Damaged weapons can be repaired at the knife vendor for a price, but weapons that are broken are gone for good. One of the worst things that can happen in *Crimson Tears* is to have a powerful weapon break on you after you've been leveling it up for hours. Do everything you can to prevent your good weapons from breaking! If your weapon starts to take damage and turn yellow, unequip it immediately and use something else. This is why it's always good to take two or three different weapons with you on each dungeon raid. Treat the weapon's life as if it were your own!

• **Weapon Attributes**—Melee weapons may have one of several special attributes: Thunder, Cool, Heat, Speed, Power, Shade or Photon. This will be indicated by the "ATTR:" marker at the bottom of the screen when a weapon is highlighted. Some enemies can be weak against certain attributes (enemy weaknesses are listed on Monster Cards that can be found randomly inside the dungeons), which will cause them to take additional damage from a weapon with that attribute. However, enemies that are strong against that attribute will be dealt less damage than normal. During the dungeon levels, you will be up against many different enemies with varying weaknesses—and you don't want to keep swapping weapons, so don't worry about the weapon attributes while clearing a dungeon level. The only time that these attributes are very important is when you are fighting against a boss. Just be sure that your weapon does not have the attribute that the boss is strong against, or else you will be in for a very long battle. This is another great reason why you should bring two or three weapons into the dungeons with you.

• **Upgrading Weapons**—At the knife dealer in town, you can upgrade your existing weapons into new, more powerful weapons with a new attribute attached. To be able to upgrade, you'll need to find the necessary upgrade materials in the dungeons, plus the labor costs to put it together. This is why it's important to store all of your found materials in your warehouse; you never know when you might need them.



## Vendors

When you first visit the vendors, you should be able to find everything you need: an item vendor for Energy, Coolants and Cures, a gun vendor for guns and bullets and a knife vendor for bladed weapons, weapon repairs and weapon



upgrades. However, as you start to level up and grow stronger, the available items will start to become inadequate for your needs. If you talk to the Governor located at the east end of town, he will ask you for donations to help restore the city. This might seem

like a complete waste of money, but it's actually a great investment: By giving money to the Governor, you will upgrade all of the vendors' shops, which will allow them to

carry better items and stronger weapons. To determine how much money you can afford to donate, you should first buy all of your supplies and restore your weapons. After you are equipped to handle the next dungeon, the remaining money in your possession should be given to the city. You will be able to upgrade the weapons vendor twice, the guns vendor twice and the item vendor once, for a total of five separate upgrades. Continue giving until the Governor tells you that the city is completely back to normal; it will be well worth it in the end.



## Items

Most of the following items can be bought at the vendors in town, but the best items can be discovered deep in the dungeons.

### Energy

These items will restore your health when you are running low. There are four different strengths:

- Energy Drink—Restores 100 HP
- Energy Boost—Restores 200 HP
- High Energy—Restores 400 HP
- X-Energy—Restores full HP



### Coolants

Coolants will reduce your MT gauge (heat gauge). There are three different types:

- Coolant—Reduces your MT gauge by 30%
- High Coolant—Reduces your MT gauge by 60%
- X-Coolant—Reduces your MT gauge to minimum



### Cures

If you happen to be infected with an abnormal status such as "Poison" or "No Attack," the cures will restore your status back to normal. There is a specific cure item for every abnormal status. There's also a pricey "X-Cure" to remove any abnormal status that you might have, if you care to spend the money





## Items

### Materials

Materials are used to upgrade your weapons. If you take your weapons to the knife dealer and select the "Combine" option, you'll find out which materials can be used to upgrade the highlighted weapon. For example: Force Blade + Heat Stick + Army Cloth + TM Card + Device P-13 + 60,000 gold = Flare Slash. If you have the right materials and the cash, he will upgrade your weapon on the spot. You will only be able to get the materials inside dungeons—they can't be purchased.



### Weapons

The weapons that can be bought from the town vendors are fairly decent. However, the best weapons are the rare ones that are discovered in dungeons. Be sure to search every room of each dungeon and keep your eye out for unusual weapons.



### Upgrades

Upgrades can only be found in the dungeons. You can find Boosters (AT, DF, HP) that will permanently increase your vital stats or Combo Upgrade Parts and SPM Upgrade Parts that will increase your combo chains and make your special moves more effective.



### Radar

A Radar can really make a long, boring level go fairly quickly. There's a Key Radar which reveals the location of the teleporter key, and the Exit Radar which shows you the room where the teleporter is. Try not to use these too often, though, you'll lose valuable experience points and you might end up in a place where the enemies are just too strong for you.



### Misc. Items

- Recorders will allow you to save the game within a dungeon; very convenient. Recorders can only be found in dungeons and may not be purchased from vendors.
- Teleporters will automatically teleport you to the next floor, no questions asked. Like Recorders, Teleporters cannot be bought from vendors.
- Returners will teleport you back to headquarters safely. Use the Returner when you or your weapons are in bad shape inside a dungeon and you believe that you can't complete the current quest. Always carry a Returner with you, just to prepare for the worst. Returners can be purchased from vendors.



## A.R.M.A. Fighting and Basic Training

This section will show you the properties of the A.R.M.A. Humanoid weapons as well as some basic fighting techniques. Please read through this section before you activate your chosen Humanoid.

### Overheating

Below your health meter is your MT gauge, or heat gauge, which will monitor how hot your body core is getting. Performing any kind of action, from running around to fighting and blocking, will cause the MT gauge to rise. Certain actions will make the MT gauge rise at a much faster rate; these include use of the Absolute Field, use of evade moves, use of the SPM move or critical attack and carrying/using dual weapons. When your MT gauge reaches 100%, your Humanoid will start to overheat. During the overheating period, your attack power will be reduced by 50% and you will constantly lose health points. When the overheating period ends, your health meter will be dropped down to 10% of your maximum health. If carefully moderated, intentional overheating can be used to your advantage in boss fights, but it's way too dangerous to allow yourself to overheat while fighting on the dungeon floors. A few random hits from a room full of enemies could spell disaster for your Humanoid when he or she is overheating. Make sure that you always monitor your MT gauge and keep your core temperature at a safe level. If it runs too high, use some Coolant to lower it back to normal.



### Combo Chart



Each weapon has its own unique Combo Chain Chart which you can upgrade when you reach specific levels. This Combo Chart is found in the computer base just next to the teleporter. While accessing this feature, you can practice your chain combos for each weapon and see which one suits your playing style. The chart will also show you each hit of the chain and mark the Major Damage hits (outlined in red boxes) and Guard Break moves (blue boxes). As you level up and find Combo Upgrade Parts, you can return here to unlock a new part of the combo to expand the amount of hits per chain. I strongly recommend that you constantly check up on your combos to see if some are available for upgrading. Always try to keep your main weapon combo string updated for maximum efficiency.

### SPM Moves

SPM Moves are special moves that can be used to get yourself out of a bad situation. To activate your SPM Move, press  $\Delta$ . Each weapon type has a different SPM Move which can be upgraded up to Level 3 by use of the Combo Chart program and rare SPM Upgrade Parts. When an SPM move is used, your MT gauge will take a big hit, so use these moves sparingly. SPM moves are also not very effective when used offensively. They should only be used to interrupt an enemy's combo or to break an enemy's guard.



### Absolute Field



Unleash an Absolute Field by pressing  $\times + \square$  or  $\square + \triangle$ . An Absolute Field will ravage the entire room and send all of the enemies flying to the floor. This technique is great for clearing rooms quickly, but it comes with a high MT cost. Save yourself some Coolant and only use this powerful maneuver for the rooms that house troublesome foes.



# Dungeon Survival Handbook

This is your last-minute Q&A guide on what to do before you explore the dungeons ahead. I'll try to answer the most common questions about dungeon preparation, progression and overall survival.

## Q. What should I take with me on my dungeon trips?



A. You should always buy as much Energy and Coolant as you can, usually five of each type available...and buy a Returner just in case the mission goes south. If the dungeon you're about to enter has a lot of poison elements, take some Poison Cures as well. Finally, be sure that you have one or two weapon replacements in case your

main weapon starts to become damaged. All of the other abnormal status types are not worth bringing a cure for.

## Q. When should I save?

A. Save often, save always! The best rule of thumb is to save every time you enter or exit the main dungeon teleporter. If something bad happens in the dungeon, (like losing or breaking a very valuable weapon), or if your main character gets knocked out, you can always reset the game and restart from the dungeon entrance. Some call this cheating; I call it strategy.



## Critical Hit



A Critical Hit is accomplished when you strike an enemy in the back without them being alerted to your presence. The enemies in a room will usually be well aware of your presence, but every once in a while you will see a soldier pacing back and forth with his back toward you. If you notice this, take the

opportunity to strike him in the back for a quick one-hit kill!

## Counter Attacks

To Counter Attack, hold down the Guard button (R1) and wait for the enemy to strike you. As soon as you see that the strike has been blocked, hit  $\square$  or  $\times$  to counter. If you've done it correctly, you will interrupt your guard and strike with an attack that sends your opponent flying away from you. The Counter Attack is fairly safe and easy to do, and it does a great deal of damage, which makes it a fantastic tool for beating some of the dungeon bosses with ease.



## Evading



As with Counter Attacks, you will not be using evasive maneuvers very often while clearing the dungeon floors...but Evading is essential for defeating bosses without receiving grave injuries. While Evading, you will be invulnerable from any attack for a very small amount of time—but you will be unable to move for a

short period after the evade as well, so timing is very important. Only attempt to use the Evade technique when you know the oncoming attack is unavoidable.

## Q. What should I do if my weapon becomes damaged?



one of my "super weapons" breaks, I always reset the game and try again from my last save point.

A. If you're fighting in the dungeon and your main weapon becomes damaged, immediately pause the game and equip another weapon in its place. Weapons that are damaged can be broken if you get hit by a good combo while the weapon is equipped. Your weapons are too valuable to lose this way. If

## Q. Got any tips for rescuing teammates?

A. When one of your characters is down for the count, you will have a chance to rescue them and save all of the items that they have collected—but you'll be operating under a strict time clock, so you must be quick. The first thing you should do before you enter the dungeon for the rescue is to save the game; if you fail, you can always reset and try again. Once inside, focus on nothing else but reaching the location of your partner quickly. Do not collect items on the way and avoid enemies whenever possible; fighting will only waste valuable time. Just run from room to room while listening to the audio instructions that tell you where they are trapped. If you follow these tips, you should be able to rescue your teammates from the deepest dungeons with time to spare.



## Q. What should I do after I beat a dungeon?

A. After clearing a dungeon, you should first save the game. Head over to the warehouse section of your garage and store all weapon upgrade Materials, Combo/SPM Upgrade Parts and unnecessary valuables that you've collected for later use. See if any weapons that you've



recently obtained would benefit the other members of your party and exchange them if they do (it's always a good idea to give the inactive team members better

weapons, in case they need to go on a rescue mission). Now venture out into the city and shop at the vendors. Buy your standard survival kit of Energy, Coolants and Returners as mentioned before. Shop at the gun and knife vendors to see if they have any weapons that are better than your current one. At the knife vendor, repair the weapons that were used in your last mission to prevent them from breaking. With everything restocked and up to date, give your remaining money to the city Governor to improve the shops. Next, talk to the people in the city to find out the word on the street. With all of these steps taken, you should be fully set up to take on the next dungeon.



# Dungeons

The dungeons in *Crimson Tears* are randomly generated. Every time you enter a dungeon—even if it's a dungeon you just completed—the layout will be completely different from the last time you visited. Luckily, the game comes equipped with a very simple automapping system, making it easy to keep track of where you've been and where you need to go. This section will label each dungeon's floor layout, enemy types, environmental dangers and boss battles.

## 1. Water Processor

### Floor Layout

Four basement floors, Boss on B4

#### Environmental Dangers

**Poison Clouds**—Watch out for these puffs of poisonous gas coming from the floors. If you step into one, your health will slowly dwindle down until you use a Poison Cure or until the poison wears off.



#### Notable Enemies

**Zombies**—Most of the enemies in this dungeon are pretty easy and are of no real threat to you. The only enemies you should worry about are the Zombies. If stricken by the undead, you may catch a poisonous virus that drains your life.



#### Boss Liquid Assassin: Nereus

This boss is pretty tough for being the first one in the game, but there is an easy way to beat him by overheating. When the fight starts, use Absolute Field to knock him down and cause yourself to overheat. The boss will disappear; wait for him to reappear close to you and thrash him with a combo.



With your overheated attack bonus, you should be able to take 60-70% of his health with one combo. When he disappears again, use a coolant and fill your energy gauge up if you have lost over 100 health points. Nereus will then appear in the corners and try to gun you down from afar. Use another Absolute Field to disrupt his attack and go into overheat once again. The next time he appears, rush him down and end the battle with one final combo.

## 2. Derelict Mine

### Floor Layout

Four basement floors, Boss on B4

#### Environmental Dangers

**Falling Roof Slabs**—These do not do much damage individually, but after getting slammed by several of them, you'll be wondering where all of your energy has gone. Look on the floor for the darkened, discolored areas to see where the roof slabs are about to fall. If you avoid walking next to these areas, you will avoid the damage; it's as simple as that.



#### Notable Enemies

**Cargo Movers**—Cargo Movers will hurt you badly if you get trampled by one. Luckily, they telegraph their attacks by turning red before rushing you down. Simply move out of the way when they go on a red rampage.



#### Boss Mighty Destroyer: Talos

This behemoth seems unstoppable—when you attack him, he just replenishes his life! What should you do? If you look around the outskirts of the level, you will find a small robot hiding in the corner. This robot is what's giving Talos its infinite life. Once you locate the robot, attack it until it disappears. Keep roaming the perimeter to find the small robot again while avoiding Talos. Use your Evade move to dodge the big guy's earthquake slams. Once you destroy the small robot, you will deactivate Talos and end the fight.



## 3. Metal Processor

### Floor Layout

Four basement floors, Boss on B4

#### Environmental Dangers

**Hot Zones**—While in a Hot Zone, your MT gauge will rise quickly. If you encounter a Hot Zone, run past all of the enemies in that room and progress on. Don't hang around in the Hot Zones and fight unless the Teleporter Key is in the same area.



#### Notable Enemies

**Prototypes**—These guys are tough in every way. They will often attack in large numbers, you can't hurt them with melee attacks and they will easily damage your weapon if you get caught in one of their combos. Their only weakness: bullets! You can also damage them with Counter Attacks and SPM Moves, but shooting them is much easier, especially if you do it from a safe distance.



#### Boss Flame Citadel: Prometheus

First, make sure you are not using any type of "Heat" weapon. If you are, unequip it and use something else (a freeze weapon would be very nice!), or don't use any weapon at all. Prometheus will start the match by levitating the boxes that are scattered in the room. Approach him and pound away from the side. After a few hits, Prometheus will fly up and slam down on the same spot; use your Evade move to avoid this attack and keep pounding away. After a short time, move away from Prometheus and avoid the falling boxes that were floating from the start of the battle. Move toward his side once again and repeat this process. Use Evade to dodge his melee attacks and remember to move away from his side periodically to avoid the boxes. Keep cool (literally) and chip away at his side until Prometheus goes down in flames.



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## 4. Sealed Zone 10

### Floor Layout

Five areas, Boss in area 5

#### Environmental Dangers

**Land Mines**—These pesky obstacles will be scattered throughout the entire area. Running into a land mine will cause a small amount of damage to you and the surrounding area. It is sometimes difficult to maneuver around some minefields, especially when running south. Instead of trying to run past the mines and risk damage, shoot the mines from a distance to clear a path before you move on.



#### Notable Enemies

**Phantoms**—Smart, fast and dangerous, Phantoms like to surround you and attack from all sides. They will first power up their attack and then charge at you with a mighty swing. If you get nailed by one of their blows, be prepared to immediately refill your energy; eating another will probably incapacitate you.



#### Boss Humanoid Bio-Weapon 4: Abel

Be sure to bring some Energy with you, because Abel can be tough—all of his attacks are unblockable and hard to evade. If you use this simple attack pattern, you will be able to minimize Abel's effective attacking power: Run up to him and do the simplest possible combo chain that knocks him down (such as Tokio's punch/kick combo). If you stand over Abel's body when he's down, you will be hit by an unblockable attack, so run away and wait for him to get up. When he does, run up and knock him down again with the same combo. Keep repeating this until he gets below 50% health. At this point, he will add a Unblockable homing projectile attack to his repertoire of moves. Avoid this attack by strafing from far away. After the coast is clear, move in and knock him down with the same easy combo. Several repetitions of this will send Abel to an early grave.



## 5. Expressway 1C 10

### Floor Layout

Four areas, Boss in area 4

#### Environmental Dangers

**Detection Spotlights**—The spotlight is really nothing to worry about. If you happen to run into it, your presence will become known and you will not be able sneak up on enemies for as long as you are "visible." Big deal, right?



#### Notable Enemies

**Gunners**—The only tough guys in this dungeon are the Gunners. They have a spread shot and a homing grenade that take off a scary amount of energy, so be cautious. A weapon with a Thunder attribute will melt these guys like butter in a microwave.



#### Boss Roadside Predator: Erebus

Erebus is a great projectile fighter; he will beat you quickly if you are unable to close the gap and approach him. The trick is to knock him down once and never let him up until he is toast. You must first chase him down in order to strike. When you finally catch up to him, lay him down with a deadly combo. After he falls, stand over his body and block. Erebus will stand up with an attack; you can either Counter Attack or keep blocking. The point of this is to not let him put any distance between the two of you. If he happens to get away and you're forced to dodge some projectile attacks, use strafing motions and your Evade move to try to close in quickly without getting hit. Now get close and put him on the mat again. Keep pounding Erebus without letting him run away and you'll have this fight in the bag.



## 6. Air Con System

### Floor Layout

Five basement levels, Boss on B5

#### Environmental Dangers

**Monsters**—The real dangers of this dungeon are the powerful enemies inside. These weapon-breaking baddies will make you wish you didn't have to bring your precious weapons with you to survive.



#### Notable Enemies

**Chimeras, Birdmen**—Chimeras and Birdmen may not seem very powerful, but they are the #1 weapon destroyers in the game. One clean combo from them and your weapon will snap into pieces, never to be used again. What's worse is that they are in almost every room in this dungeon! The best way to handle them is to gun them down on sight. Do not allow them to get close enough to fight you and possibly damage your weapons.



#### Boss Avian Transformer: Aeolus

Aeolus only has one dangerous attack, and he only uses it sparingly. As long as you know when it's coming, you shouldn't have any problem avoiding it. When the fight begins, use an Absolute field to overheat yourself. Charge Aeolus and inflict as much damage as you can, then use a Coolant and back off as soon as you see the green smoke surround him. Aeolus will now separate into an upper and lower half. Use Absolute Field again to overheat and take out the lower half (the legs), which can be done with one combo. When you see that the legs have no health, quickly use a Coolant to stop overheating and avoid the deadly laser blast from Aeolus' upper half; it will kill you if it hits while you're overheating. After the blast, Aeolus will merge back together and the process will repeat. Repeat the same steps and Aeolus will soon be pushing up daisies!



## 7. RED Facility

### Floor Layout

10 floors, Bosses on Floor 5 and Floor 10

#### Environmental Dangers

Surprise! There aren't any environmental dangers in this dungeon. The enemies in the dungeon, however...well, that's another story.

#### Notable Enemies

**Borgs, "Matrix Guys"**—These two character types are the toughest dungeon enemies that are in the game. They are both invulnerable to bullets, so your guns will be useless against them. There isn't an easy trick you can use to beat them; just use the melee techniques you've been practicing throughout the game and best them in an all-out brawl.

#### Boss (Floor 5) Time Reaper: Hermes

This is the first of two boss battles in this dungeon. Luckily, Hermes is the easiest boss in the game. All you have to do is to use Absolute Field to overheat yourself, then beat him down with melee attacks. Two or three combos while overheated will finish Hermes in no time.

#### Boss (Floor 5) Eden

Eden is a very tough opponent. She is most dangerous from a distance. Smother her when you can, and get the most damage out of every attack. When the fight begins, use Absolute Fields to overheat. While she's on the ground, stand over her body and block; Eden will then wake up with an attack. You can either Counter Attack or just guard and attack afterwards. After a while, Eden will hide behind an electric wall while throwing powerful projectiles at you. The only way to avoid these is to use your Evade maneuver twice (one right after the other). The timing is very precise, and it might take you a few tries before you get it right. After the electricity wall comes down, rush at her again and knock her down with an Absolute Field while overheating yourself, repeating the process as before.

## 8. Dimension RED Lab

#### Boss (Floor 1) Liquid Assassin: Nereus

#### Boss (Floor 2) Mighty Destroyer: Tales

#### Boss (Floor 3) Flame Citadel: Prometheus

#### Boss (Floor 4) Roadside Predator: Erebus

#### Boss (Floor 5) Avian Transformer: Aeolus

#### Boss (Floor 6) Time Reaper: Hermes

#### Boss (Floor 7) Eden

#### Boss (Floor 8) The Last Wildcat: Lana

Defeating Lana is very simple, but it requires great timing. Charge the center of her body and pound away. After about four hits, you'll see a red glow in the center of her body. Use your Evade move; Lana is about to release a fire ring that will push you away from her. If you Evade at the right instant, you will go through the ring and keep your position. If the fire ring hits you, dust yourself off and rush back into the fight. Lana is much more dangerous when you're far away, so stay with her as much as you can. Continue hitting Lana's body and avoiding the rings until you've defeated her.



### Floor Layout

This dungeon is filled with all of the bosses of the past. Each floor will have a boss that you have faced in earlier dungeons. These bosses behave in the exact same way as the ones before, and therefore can be beaten with the exact same techniques. When you reach the top floors, you will encounter two new bosses, so make sure you're filled up on Energy, Coolants, Resurrections and weapons; this is the point of no return!

#### Boss (Floor 9)

##### Ultimate Bio-Weapon: Vixor

Vixor has three attack modes that he continuously cycles through, and he can only be hurt while he is in the second phase. The only way you can defeat him is to survive his attacks.



**Attack Mode 1:** Vixor will charge up his body and release a blast into the air. A few seconds later, the screen will flash just before the blast hits you on top of your head. Wait for the flash and use your Evade move to dodge the attack. You cannot hit Vixor in this mode, so just focus on dodging the blast.

**Attack Mode 2:** After the blast, Vixor will summon Prototypes to hunt you down. Vixor is vulnerable to attack during this phase, so inflict as much damage as you can. When Vixor starts to levitate, it's time to back away and take cover.



**Attack Mode 3:** Vixor will fly up into the air and shoot several white energy balls that home in on your position. Get far away from Vixor and wait for the balls to come. When they get close, strafe in either direction to make the balls loop around you and explode. Between each energy attack, use your guns to take out the Prototypes before they start piling up. Vixor cannot be attacked during this phase, so you must keep your distance to avoid his attacks. When Vixor comes down from levitating, he will begin Attack Mode 1 again. Get close to Vixor during the transition so you'll have a better visual cue for the air blast and be in good position to attack when he enters Attack Mode 2.



## Bonus Dungeon?

After you beat the game, you will have an opportunity to save your game with an "All Clear" designation. When you load this file, you can access a secret dungeon that awaits only the strongest of challengers. To enter this dungeon, you must strip your character of all items except for the weapons you've equipped. Now go to talk to the city Governor; he will take you to the secret dungeon for a small fee. Inside the dungeon are all of the creatures that you have fought in the past—but they're all at Level 99! Equipped with only the weapons by your side, can your Humanoid handle the most challenging dungeon it has ever faced?





by Pat Reynolds

**W**hen the original *Driver* appeared on the PlayStation in 1999, it introduced gamers to a fully-realized city and gave them the freedom to drive anywhere and explore as they saw fit. Later games such as *Grand Theft Auto III*, *The Getaway* and *True Crime: Streets of L.A.* would take the idea of free-roaming gameplay even further. Now the wheelman returns with *DRIVER 3R* (which I assume is pronounced "Driver Three"). This time, undercover cop and expert driver Tanner is tracking a ring of car thieves from Miami to exotic locales like Nice, France and Istanbul. Tanner will need to use all of his driving skills to outmaneuver the bad guys. As you play through the Undercover missions, you'll undoubtedly run across some of the hidden surprises deposited around each massive city. This guide will help you to collect them all and show you where to uncover the coolest stuff in the game. I'll also give you some tips for mastering the basics of gameplay.

## DRIVING TECHNIQUES

In *DRIVER 3R*, you'll often need to get from one location to another quickly, or chase an enemy vehicle down. Learning some basic driving techniques will help you accomplish these missions. I recommend using the "Take a Ride" mode—with the "Police" option turned off—to spend some time practicing your driving skills. When you can successfully negotiate turns and avoid collisions while speeding through the city, you'll be ready to hit the streets for real.

### Cornering

The ability to negotiate corners while maintaining speed is crucial; you'll need to master it early in the game if you want to succeed. The best way to take a corner is to start your turn just as you go past the street you're turning onto, tap the handbrake as you turn hard in the direction of the street to swing your car around, then quickly steer hard in the opposite direction of your turn to straighten out again. This technique will take some practice, but mastering it will allow you to stay on the tail of an enemy car without losing ground or to evade any enemy vehicles that are chasing you.



### Alternate Transportation

In addition to the expected assortment of four-wheeled transportation, Tanner will also be able to drive boats and motorcycles. While boats will ultimately play a relatively small role in your *DRIVER 3R* experience (most of the action takes place on terra firma), motorcycles offer some advantages over other vehicle types. They're faster than most cars, they can turn quickly without losing as much speed and their small size lets you easily zip between other vehicles and avoid collisions much easier. When making tight turns you won't need to use the handbrake at all (in fact, using it during turns will generally bring your bike to a halt); just tap the brakes slightly. However, for all of the advantages, the motorcycles have one big disadvantage: If you do crash, Tanner will fly off the bike, hurting himself and costing you a lot of time, which can easily result in mission failure. If you want to use motorcycles, it's in your best interest to spend some time in "Take a Ride" mode practicing on them.



### 180° Turn

If you hit a dead end or need to turn around quickly and head back the way you came, the 180° turn is the fastest way to accomplish this. You'll need to be driving at a good speed, then simultaneously turn hard in either direction and hold the handbrake button. Your car will spin around to face the direction from which it came.



This maneuver will bring you to a complete stop, but you'll be perfectly positioned to quickly reverse your direction and continue with the mission. This technique is useful for evading pursuing police cruisers, as your sudden change of direction will often surprise them and force them to waste time reversing their vehicles to continue the chase.



## TANNER'S WEAPONS

*DRIVER 3R* isn't just about being the wheelman anymore. Tanner can get out of the cars and do some running and gunning—and Undercover mode will force you to do quite a good amount of it. It's a good thing, then, that Tanner has access to an arsenal of weaponry that would make any special ops soldier green with envy. During missions in Undercover mode, Tanner is able to pick up any weapon dropped by defeated enemies. Here's the rundown of weapons and some tips for using each of them.

### 9mm Automatic

Ammo capacity: 17

This is Tanner's default weapon. It's not the most powerful gun in the game, but it does have limitless ammunition, and you'll need to rely on it for several missions until you gain access to better, more powerful weaponry. The 17-round clip is very nice. This gun is good at close to medium distance.



### 9mm Automatic (Service Issue)

Ammo capacity: 10

Although this handgun holds fewer rounds in its clips than Tanner's standard sidearm, it causes more damage on impact, making it ideal for taking down tough enemies.



## Silenced 9mm Automatic (Service Issue)

**Ammo capacity: 17**



This handgun is exactly the same as the Service Issue 9mm, but with an attached silencer. It's exceptionally useful for missions where you need to sneak into heavily guarded buildings without alerting the enemy to your presence.

## 12-Gauge Shotgun

**Ammo capacity: 8**



Ideal for high-impact, close-range stopping power, the shotgun will drop a human target in a single shot. It's also excellent for disabling vehicles—a few shots to the hood is enough to bring most cars to a dead stop. If the shotgun has any weakness, it's medium- to long-range combat—you're just not going to hit anything more than a dozen feet away, so be sure to have a backup weapon on hand for situations that call for dealing with enemies at long range.

## Grenade Launcher

**Ammo capacity: 1**



The grenade launcher is an anti-vehicle weapon, pure and simple. It will destroy or disable any vehicle in one shot, usually killing any passengers as well. It's extremely inaccurate—the grenade will bounce and roll along the ground, ricocheting off walls and other obstacles. But the blast radius is a good size, which means that you can also fire it into buildings to be sure no enemy resistance is waiting for you when you enter. One caution: Be sure you're nowhere near the grenade when it explodes. If you see it ricochet back toward you, run the other way!

## 9mm Machine Gun

**Ammo capacity: 30**



This rapid-fire machine gun loses some accuracy at medium to long range, but is perfect for close-quarters battles against several enemies. At anything longer than short range, fire in short, controlled bursts for better accuracy.

## 9mm Machine Pistol

**Ammo capacity: 32**



With 32 rounds per clip and a very speedy reload rate, this gun is ideal for situations where Tanner is greatly outnumbered. It's even good at longer ranges, although you'll want to fire in short bursts to maximize accuracy.

## 9mm Machine Pistol Rapid Fire

**Ammo capacity: 60**



This amazing weapon has the highest ammo capacity in the game: 60 rounds per clip! However, the tradeoff for the ability to bring around 60 bullets in mere seconds is a severe lack of range. Bring this weapon out when you need to clear rooms in enemy hideouts and other buildings.

## Assault Rifle

**Ammo capacity: 30**



This is the best long-range weapon in the game for both firepower and accuracy. It's basically an army-issue M16, ideal for capping enemies at extremely long range and just as useful at close and medium range. The assault rifle's 30-round clip and improved aim make it the best weapon in the game for dropping enemies at longer ranges before they even know you're coming.

# DRIVER 53CR3TS

## Armories

Each city has a hidden armory that won't unlock until you've wasted the ten Timmies in that city. The armories store all kinds of weapons, ammunition and health packs, once unlocked, the armory can be visited whenever you need to stock up.

## Secret Cars

You can also find three secret cars in each city. Cleverly hidden, these vehicles range from the nearly-useless and silly (like the forklift or go-kart) to cars that rank among the best in the game in terms of speed and handling. Each of the following three sections of this guide will include the locations of the secret cars for the respective city. Once you've found a secret car, it will be available to you in the "Take a Ride" mode.



## Timmy Vermicelli

Each of the three cities in *DRIVER 53CR3TS* is home to ten hardened criminals who all have the same name: Timmy Vermicelli. To unlock the secret mini-game in each city, you must locate and kill all ten Timmies.



This is not an easy task; the Timmies are usually well-hidden and will open fire with their assault rifles as soon as they spot Tanner approaching. Be sure you have the proper weapons in your arsenal before you go Timmy hunting. On the next few pages, I'll show you where to find all 30 Timmies and unlock the corresponding mini-games. I've included sections of the game map showing the location of each Timmy as well; the white dot on each map marks the spot. Good luck!

## Miami Secrets

Sun-drenched Miami contains sprawling urban and suburban areas with many expressways and bridges connecting them all together. It's also got large bodies of water, making travel by boat not only possible, but sometimes necessary for reaching distant locations quickly. This section will show you where to look for the ten Miami Timmies, how to unlock the "18 Wheeler Anarchy" mini-game and where to find Miami's three secret cars.

## Timmy Vermicelli Locations



**47** You'll find the first Timmy in the backyard of the house directly across the street from Tanner's place in South Pointe Park. His attention is focused on the large bush in the corner of the yard, so you should be able to get a few shots in before he opens fire.

**48** In the middle of the gulf west of South Pointe Park is a collection of rundown buildings built on the water. It doesn't appear on the map, but the building where this Timmy is hiding out is positioned exactly on the dot of the second "I" in "Miami." You'll need a boat to get out there.



## Timmy Vermicelli Locations



**#2** You'll find this Timmy in the boathouse at the southwestern tip of the small island to the northwest of South Pointe Park. You can get there by car (via the bridge on the west end of the island) or by boat. Timmy is standing on some scaffolding inside the boathouse.



**#3** Look for an open garage near the top of the southern elevated train line to find this Timmy. Also of note: The secluded parking lot nearby contains some choice vehicles.



**#5** To the west of the southernmost area of Coral Gables, look for an uncharted path through the trees to find an access tunnel that runs underground and leads to a courtyard. Take the stairs up to find an open door with a sign that reads "Gate Control" posted next to it. Timmy is waiting for you inside.



**#6** Look for this Timmy at the construction site just south of the expressway interchange in the downtown area. He's standing on the roof of a building there.



**#7** Head to Little Havana and enter the Orange Bowl stadium to locate this Timmy. He's in the access tunnel at the far end of the stadium, hiding behind an overturned vending machine.



**#8** Timmy is camped out in the northern section of the downtown area. He's near a house in the area where the streets are being worked on, making him tough to reach by vehicle. Hoof it over the construction barriers and you'll find him waiting for you.



**#9** At the southern area of Coconut Grove, look for a building with an access ramp to the second floor. There, find the garage door marked "A1" and open it to reveal the hiding Timmy.



**#10** This is probably the best hidden Timmy in Miami. Head to the Gold Coast hotel in Miami Beach. Around the back of the hotel you'll find a fire escape that leads to a door on the second floor. Inside is a staircase which you can use to reach the roof. Go to the far side of the roof (near the Gold Coast Hotel sign) and enter the door there. You'll see an elevator door. Walk up to it and get ready—the elevator will deliver the Timmy right into your hands.



## Armory

After you've dispatched all 10 Miami Timmies, the location of the hidden armory will appear on the map. It's in the backyard of a house in Coral Gables. Inside the armory, you'll find weapons, ammo and health packs!



## Mini-Game: 18 Wheeler Anarchy

Kill all 10 Miami Timmies and enter the armory to unlock "18 Wheeler Anarchy" mod. This mode replaces the police with Timmy-driven 18-wheelers! How long can you survive the fury of these big rigs? For even more fun, try grabbing a motorcycle and using it to bang your car out from the trucks before one of them plasters you across the pavement.



## Secret Cars



### Go-Kart

Head to the Gate Control room south of Coral Gables (where you found Timmy #5) and activate the gate control. This opens the gates in the courtyard below, and a second set of gates in the area beyond. Go through the gates to find the hidden go-kart track. The go-kart is waiting near the starting line, and driving it out onto the track will automatically start a go-kart race.



### Velocity Turbo

This sporty convertible is parked in an alley in the same general area as Timmy #6. The best way to find it is to walk along the street that runs parallel to the river and look into the alleyways opposite the river.



### TT Cuztro Superpower

Look for the small island that connects to the middle bridge running between the mainland and the large island. Follow the road to the house at the end and the garage door will open, revealing this powerful sports car.



## Nice Secrets

Nestled on the French Riviera, the city of Nice is a popular tourist location because of its beautiful scenery and well-coming climate. Travel from one end of the Nice map to the other is made easy thanks to the expressways that run east-west through the city. Use this section of the guide to find all 10 Nice Timmies, reveal the secret cars and open the Nice armory!

### Timmy Vermicelli Locations



**101** In "Take a Ride" mode, choose the far west starting point and you'll find this Timmy on the second floor of a building just east of the Saint Laurent Du Var listing on the map. Look for the staircase on the outside of the building that leads to the second floor.



**102** Timmy is hiding out in the tower at the airport. Look for the ladder leading to the top of the tower and get ready for a very long climb! It's worth it, though: Timmy has no place to run and you'll soon be adding another defeated Timmy to your collection.



**103** You might need to get wet to nail this Timmy, who's hanging out on the bank of the river to the north (near Saint Augustine on the map). Jump in the river and swim around the bend. You'll find Timmy on the north bank, just on the other side of a large rock formation.



**104** Head to the cathedral near the main central area of the city (it's due north from the "Nice" marker on the map). Timmy is standing near the east side of the cathedral, waiting to be wasted.



**105** Along the road that runs along the water near the Baies Des Anges, look for a building with a side that forms a ramp leading to the rooftops. Drive up onto the roof—you'll drop through some rotted boards and into a room where Timmy is hiding. You can also enter this room from the streets via the front door (it's the building to the left of the "Municipal" storefront) but it's much more fun to "drop in" unannounced.



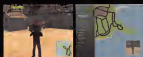
**106** From the location of Timmy 105, continue driving east along the street. Where the street curves north, look for a pier with a lighthouse at the end. Timmy is standing atop the lighthouse. You can take him out from the ground if you have a suitably powerful weapon, or climb the ladder to the top for a face-to-face battle.



**107** From the lighthouse, return to the road and follow it to the north. Look for the path leading up the hill to the west and follow it to the small park at the top. Timmy is hunkered down in a gazebo on the lawn. A large bush blocks his view of your approach, so you can surprise him and get a few shots off before he has time to grab his gun.



**108** At the northeasternmost point of the map is a quarry—you can access it by driving up and over the large hill on its west side. Timmy is hiding in a natural bowl formation in the middle of the quarry.



**109** Head to the southeastern tip of the map, to the fenced-in compound there. You'll need a vehicle capable of plowing through the main gate (any car will do the trick). Inside the compound, you'll find Timmy hiding out in a large crate in the corner.



**110** On the southeastern peninsula, head for the northwestern section. Make your way down to the beach and grab a speedboat. Drive the boat into the nearby cove to find the last of Nice's Timmies. This Timmy is particularly dumb—he'll walk toward your boat and right into the water. Timmies can't swim, so he'll obligingly float there until you either shoot him or run over him with the boat. Either way, scratch one Timmy.

### Armory

When all ten Nice Timmies are defeated, the Nice armory will unlock. Look for the blue dot on the map to find the location of the medieval castle that contains this armory.



### Mini-Game: Fugitive Mode

When you enter the Nice armory, you'll unlock the "Fugitive" mini-game. In this mode, all civilians have weapons...and they're all after you! How long can you run when everyone in the city is armed and hunting for you?





## Secret Cars



## • Dolch Schub

This classic coupe is waiting for you at the airport. Find the fire station to the east of the main airport area and walk toward the left door. The garage door will open, revealing the secret car!

## • Camper Van

If you need to scream "Flower power!" while tooling around the city, this is your vehicle—the '70s-style van is covered with graffiti of flowers, rainbows and peace signs. Head to the very top of the hill at Cagnes Sur Mer to find this retro-cool van sitting in an open garage.

## • Forklift

Go to the peninsula at the southeast point of the map. You'll find a small compound there, with a two-door garage. Walk toward the garage and the doors will open, revealing the forklift!



## Istanbul Secrets

Once called Constantinople, after Rome's Emperor Constantine, Istanbul is an ancient city that can trace its origins to several centuries B.C.! Home to many exotic mosques and other interesting architecture, Istanbul is a blend of old and new, with modern expressways and buildings sitting side-by-side with ancient ruins and historic locations. This section of the guide will show you where the 10 Istanbul Timmies are located, as well as the secret cars and armory.

## Timmy Vermicelli Locations



**62** In the southwest section of the map is an abandoned trainyard. You'll find Timmy in the tower located there.



**63** Find "Topkapi" on the map. Just north-east is a building with a blown-out second story that's accessible via fire escape. Head up the stairs to locate this hiding Timmy.

**64** Timmy is lurking in the basement of the bathhouse located just west of Sultanahmet on the map. Enter the building through the door at street level and make your way to the basement to find him.

**65** This Timmy is deviously hidden, right under your nose in the Istanbul safehouse on the southeastern area of the map. Inside the safehouse, go to the third-floor kitchen and shoot the cabinet away from the wall to reveal a hidden alcove and the ubiquitous Timmy!



**66** This Timmy has gone underground—literally! Find the public bathroom building across from the monastery just northwest of the safehouse where Timmy #4 was hiding, and follow the stairs down to a flooded chamber. You'll find Timmy somewhere in the large room.

**67** Find the area of run-down houses just south of the eastern bridge; you'll discover this Timmy hanging around in one of the yards there.

**68** Head for the eastern bridge to find Timmy #7. Find the stairs leading down to the area below the bridge, then look in the alleyway between the two buildings.



**69** Take the eastern bridge to the north section of the map. Turn left at the first road and follow it to the end. Turn right and then enter the gate on the left leading to the docks. Near the waterfront, find the small tower. Timmy is hiding in the building on the tower.

**70** This Timmy is hiding in plain sight, on the wharf just north of "Istanbul" on the map. From the street, go behind the buildings and drive or shoot through the wooden fence; you'll spot Timmy standing on top of a nearby building.

**71** In Beyoglu West, find the nightclub and head inside. Timmy is upstairs in the office. He'll open fire on you from the window while you're still on the main dance floor—you can take him out from there with a decent long-range weapon like the M-16.

## Armory

When all ten of the Istanbul Timmies are defeated, the armory will unlock. Check the blue dot on the map to see its location. It's accessible from the road by the front door—look for the cow skull mounted above the door.



## Mini-Game: Infinite Mass

When you enter the Istanbul armory, you'll unlock the "Infinite Mass" mini-game. In this mode, your vehicle is impervious to damage, so you'll be able to plow through any other cars on the road with ease! Be careful with motorcycles, though—you'll still get thrown off of them during collisions.



## Secret Cars



### Racer GT

Just southwest of the Beyoglu West marker on the map is an industrial area with several large, run-down buildings. Look for the building with a large garage door and walk toward it to reveal the Racer GT.



### Roadster

At the docks, near where you found Timmy #8, check the cargo containers stacked in the area. One of the red containers is opened and contains this classic racing car.



### Speedster

The Speedster is located in the trainyard where the first Istanbul Timmy was hiding. Find the large train storage garages and you'll discover the car parked behind a purple cargo container.



# DRIVER CHEAT CODES

Need a bit of help getting through the game, or just want to mess around in "Take a Ride" mode with all the weapons and invincibility at your disposal? Enter the following codes at the main menu—you'll hear a chime each time you enter a code correctly—then select "Cheats" from the Options menu to toggle the effects on and off.



Name	PlayStation 2 Code	Xbox Code	Effect
All Missions	L1, R1, L1, L2, □, □, □	X, X, Y, Y, Right Trigger, Right Trigger, Left Trigger	All "Undercover" mode missions are unlocked
All Weapons	R1, L2, □, □, R1, R2, L2	Left Trigger, Left Trigger, X, Y, Y, Right Trigger, Right Trigger	All weapons are unlocked and in Tanner's possession (works for both "Undercover" and "Take a Ride" modes)
Unlimited Ammo	R1, R2, R1, R2, □, □, □	Right Trigger, Right Trigger, Left Trigger, Left Trigger, X, Y, Y	All weapons have unlimited ammunition (works for both "Undercover" and "Take a Ride" modes)
Invincibility	□, □, L1, R1, L2, R2, R2	X, Y, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger	Tanner is immune to all damage ("Take a Ride" mode only)
Immunity	□, □, L1, L2, R1, R2, □	X, Y, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Y	The police ignore Tanner
All Vehicles	L1, L1, □, □, L1, R1, □	X, X, Y, Y, Left Trigger, Right Trigger, Left Trigger	All vehicles are available in "Take a Ride" mode, including the secret vehicles for each city



by Ricky Bienenek

# ASTRO BOY

## OMEGA FACTOR

### FORCE STATS

Each time you meet a new character, he or she may be added to Astro's "Omega Factor," a database of images representing each person or robot who has left an impression on Astro's robotic soul. You may also earn a stat point, which can be used to upgrade Astro's Force Stats in the following categories:

**Life**—Determines how much damage you can take from enemies. A higher stat means longer life. It's usually best to upgrade this stat early on...but see the "Difficulty" section below for one exception.

**Punch**—The higher your Punch stat, the more damage your punches and kicks will inflict on your enemies. Increasing the Punch stat will also increase the damage caused by the EX Dash.

**Laser**—Increases the power and thickness of your Finger Laser and Arm Cannon. A fully-upgraded Laser stat will also allow you to autofire the Finger Laser (by holding B) in the flying stages.

**Shot**—Your Machine Guns will be more effective if you power up your Shot stat; they will inflict slightly more damage, and enemies will remain stunned for a longer period of time.

**Jets**—The Jets stat determines how many times you can use your Jets in succession before landing. At the start you can use them once, and each upgrade adds one Jet use.

**Sensor**—In some places, upgraded Sensors will allow you to see through dark areas, or discover a hidden person. Certain cutscenes may also be different depending on your Sensor stat.

Upgrading Punch, Laser and Shot will also increase the amount of points you'll earn from hitting enemies with those attacks.

### DIFFICULTY

Any player can breeze through the game at Easy difficulty, where the enemies' attacks do less damage, you start with 30 Super attacks and you can store up to 99 of them. In Normal mode, enemy attacks do more damage and your Supers are limited to five. The Hard difficulty is brutal: enemy attacks are extremely damaging, and you can only store three Supers. It's also much harder to earn additional Supers in Hard mode because your Super meter doesn't charge when you hit enemies with Super attacks! The Hard difficulty really forces you to make tough decisions about how to spend your stat points. For example, you'll think that it would be most important to power-up your Life, but some of the earlier bosses in Hard mode can kill you with just two hits, no matter how much health you have. It's much more important to upgrade the Laser stat when playing at the Hard difficulty setting. Sensor is probably the least important stat, because it'll be telling you where to find the hidden Omega Factor characters.

### GENERAL TIPS

- Astro is invincible while dashing. You can use the dash to go right through enemy attacks or to get over to the other side of a boss. You'll need to press A to dash in the flying stages.
- When facing a group of enemies, move to the far left or right (using the dash, if necessary), then press Down + B to kick the closest enemy and launch him across the screen, knocking the rest of them down.
- Manage your Super attacks wisely in Normal and Hard mode. If you use normal attacks when your Supers are maxed out, you won't get anything for your efforts at a time when you could be charging up your meter for an extra Super. For example, it's usually wise to use a Super attack immediately at the start of a boss battle, because every subsequent attack will help to charge up another Super. There are some cases where it's better to wait because a boss is about to become momentarily invincible, but in general, you shouldn't keep your Supers maxed out for too long.



Created by Osamu Tezuka in 1951, Astro Boy is one of the most beloved and influential Japanese comic characters ever created. Numerous Astro Boy games have been released in Japan in the past, but Sega's new PS2 and Game Boy Advance titles are the first to reach North America. We only have enough room to feature one of them, so we chose Omega Factor because of the distinguished track record of its co-developers, Hitmaker (Crazy Taxi, Virtual-On Marz) and Treasure (Gunstar Heroes, Ikuray).

### WALKTHROUGH

Astro Boy: Omega Factor has a deep, fairly sophisticated story with lots of plot twists, time travel and philosophical food for thought. In this walkthrough, I'll try to give you the essential information with as few "spoilers" as possible.

At the start, Dr. O'Shay will conduct a tutorial. You can skip the training, but I recommend that you go through it because at the end, you'll add Dr. O'Shay to the Omega Factor and earn your first stat point.

### Stage 1: Metro City

#### 1-1 Metro City

After the robots run off with Dr. O'Shay's assistant, Wato, defeat the enemies that meander toward you, then continue to the right.

#### 1-2 World Federal Building

When you reach the stop-sign robot, destroy it before the incoming cars mow you down. Smash all the glass in the building in the background, after smashing the upper-right panel, you'll meet Alejo. A heart will fall from the sky after you beat the last few enemies, so don't rush into the doorway or you'll miss it.



#### 1-3 Warehouse Battle

Use the kick to launch the large enemies into each other and clear them out without using any Supers. Note that you can't launch the snakehead cannons this way, because they're rooted to the ground.

#### 1-4 Spider Robot

Crush the spiders until the giant one comes down. The Finger Laser is useful against both the boss and his minions. After the fight, speak to Wato to add her to the Omega Factor.

#### 1-5 Magnamite

Magnamite has two attacks at first: a laser beam from his mouth (if you jump in front of him) and a rotating front leg (when you get close). Dash behind him and jump up for Arm Cannon or consecutive Finger Laser attacks. When he backs up, dash to the front and use short jumps to graze his belly with the Finger Laser without getting hit enough to activate his laser. Repeat the pattern as he moves left and right; when he backs up and down, he's about to move faster. With 2/3 of his health gone, he'll start jumping off the screen; dash to avoid him when he comes back down.



### Stage 2: Cruciform Island

#### 2-1 X Point, Pacific Ocean

Use the Finger Laser to shoot down approaching enemies, and try the Machine Guns when you face a large swarm. Watch for the giant hornet mini-boss to return after it exits the screen to the left.

#### 2-2 Artificial Sun

The spinning Artificial Sun will try to ram you, so blast it with the Arm Cannon and move around the screen in a clockwise or counter-clockwise pattern. After losing three units of energy, it will shrink down to the center of the screen and sprout tentacles. Move to the right and get ready to blast the Sun when it starts moving again; it will always move up, then to the left after its brief invincibility phase. The Machine Guns can stun him in Easy and Normal mode, but he can't be frozen in Hard mode, so you'll have to time your use of the Arm Cannon carefully and learn to dash between his tentacles. Each attack causes the Sun to grow bigger until it fills the entire screen. Use the Finger Laser constantly. Just when it looks like there's no room left on the screen, the Artificial Sun will finally explode.



### 2-3 Cruciform Island

Here you'll meet the shape-changing Pook and battle an unlikely mini-boss, "The Amazing Three." After the fight, enter the cave. If you haven't powered up your Sensor stat at least once, the area will appear dark. Head right to reach a room where you will fight Big X. If you dash to keep him from landing close when he jumps, you can easily tag him with the Finger Laser or Arm Cannon when he tries his overhead punch. He'll grow much larger after taking some damage, but the strategy is the same: just keep a greater distance, because his reach will be doubled. After beating him, head to the left and drop down the hole. To the left is Rainbow Parakeet, who will be added to the Omega Factor. Search the mare for Wally Kisagari, who asks you to break an obstacle; doing so places him in the Omega Factor and allows Astro to continue.



### 2-4 Dreadful Robots V3

After defeating the first large robot, use the dash to group the rest of them together so you can hit them all with the same Arm Cannon blast. Don't hesitate to use your Supers; you'll soon get 'em back by collecting a heart.



### 2-5 The Elevator

On the elevator, use the machine guns continuously. When you reach a spot where it looks like the wall on the right is taking damage, attack that spot to reveal a secret character, Magma, for the Omega Factor.



### 2-6 Transformable Robot "Pook"

Pook will transform into four different forms: Leo Force (Lion)—When the lion dashes, dash right through him, then turn and fire the Finger Laser or Arm Cannon. Qantule Force (Bird)—The Machine Guns work well on this form's projectiles. If you're out of Supers, you'll have to dash to avoid them and try to take him out with the Finger Laser. Hanuman Force (Monkey)—The key to beating the monkey form is to stand in front of him, use VERY short jumps and hang in mid-air by firing the Finger Laser. If his tail extends horizontally, it will travel safely below you; if it shoots out at an angle, it will go over your head and you'll tag him in the rear end with the laser. Be prepared for him to switch sides. Bahamute Force (Shark)—Stay near the edge of the screen and use the Finger Laser when he jumps up. You can also hit him with the Machine Guns while he's underground. After the battle, you get Pook's entry in the Omega Factor.



## Stage 3: Astro vs. Atlas

### 3-1 Tokugawa Plant on the Moon

Annihilate the first batch of enemies, then use your jets (and the low gravity) to jump up to the "ceiling." Attack the top of the wall on the right to reveal Jetter Marx. After a tall area with lots of large enemies (use the kick here), you'll enter a maze filled with similar enemies as well as the snake-head cannons. You can kick enemies into the cannons to stun them, but when you're faced with a row of them, you'll have to use the Arm Cannon. Watch for two very tough enemies near the end; they're large, with bluish-purple "masks."



### 3-2 Goblin Reboled

The Goblin Reboled is not too difficult; just use the dash to avoid his light saber and attack his minions to charge up your Supers.



### 3-3 Power Plant

If your Sensor stat hasn't been upgraded twice, this area will be foggy. Avoid the lasers, look for the area shown here and punch the back of the laser to uncover Rocco.



### 3-4 Observation Deck

Advance up the slope by kicking, or use the EX Dash to hear the musical notes of your enemies' demise. At the top, head left to meet Hecate, then move right to find Daiichi, who has a secret identity....

### 3-5 Astro vs. Atlas

Use the dash to get behind Atlas when he fires his giant cannon; this move tires him out, so you'll have time to use your Arm Cannon before he continues his attack pattern. When his health is cut in half, Atlas will pause to rant. In the second half of the fight, dash to avoid the column of electricity that rotates around Atlas and use the Finger Laser/Arm Cannon to patiently take him down.



## Stage 4: Lord Deadcross

### 4-1 Antarctic President

A simple stage; just head left and rescue the robot girl, Nuka, from the enemies.

### 4-2 Above the Antarctic Ocean

You'll be chasing Deadcross, leader of the Black Looks. Just Finger Laser your way through and destroy the craft Deadcross is riding.

### 4-3 Follow Carabs!

A flying tank, Carabs, is heading for the President! Now you're rocketing toward the right.

### 4-4 Robot Tank Carabs

Carabs' head is vulnerable, so zap it with the Finger Laser from behind him until he backs up. Dash to escape damage, then fry him from the front with the Arm Cannon. Dash through his horns when he advances, then repeat. The Machine Guns can clear the screen of projectiles if it gets too crowded.



## Stage 5: Marine Express

### 5-1 Deadcross Escapes

Vanquish the Black Looks to add them to your Omega Factor.

### 5-2 Marine Express, Antarctic Station

After Deadcross runs away again, go left and destroy the train car to find Kennedy. Now chase Deadcross as he escapes via the Marine Express.



### 5-3 Marine Express, Ruins

Another simple flying stage; you'll fight the Marine Express itself at the end. Dodge the lasers and destroy all three parts of it.



### 5-4 Marine Express, Inside

Force your way past the Black Looks on top of the Marine Express. The wind is pushing you back, so use the EX Dash to defeat the enemies while gaining ground. Inside the train, opponents will attack from both sides; the Machine Guns can help. When you reach Deadcross and his giant robot, use your Arm Cannon or EX Dash to bring them down. Watch out for the robot, who still has his light sabers from Stage 2. After the battle, Deadcross will appear in the Omega Factor.



## Stage 6: Lost World

### 6-1 Sapphire's Castle

Use kicks on the shielded enemies and take out the giant, bouncing heads with the Arm Cannon.

### 6-2 Legendary Mu Civilization

After destroying the first group of enemies, fly way up to the very top of the screen. If your jets stat is high enough, you can land on the platform there and smash the statue to meet Unico.



### 6-3 Great Pyramid

Climb up the huge pyramid, using carefully timed dashes to avoid the rolling wheels. The Marine Express is at the top, punch the second door to uncover Don Dracula.



### 6-4 Ancient Prince Sharaku

Sharaku will summon serpents to chase you; dash through their obstacles with the A button. Watch out for Sharaku's spear and the pods he summons, and try to trap him near the top or bottom for some Arm Cannon action. After the battle, Rock appears in the Omega Factor.



## Stage 7: World's Strongest Robots

### 7-1 Versatile Robot: North

DO NOT use the Arm Cannon or North will brutally counter-attack. Jump right next to him and punch once on the way down to make him block, then quickly move to the other side and get a punch in. Repeat until North starts to move around; now you can use the Arm Cannon safely. North has a separate attack for each arm; the most deadly one is the blue laser from the middle right. Attack with the Finger Laser; then use your Supers on his head. The bosses in Stage 7 will appear in the Omega Factor after you defeat them.



### 7-2 Invisible Robot: Denkou

Each time you catch Denkou and hit him, he will disappear. Smack any of the large generators to make him reappear, then follow the trail of bombs and repeat the process. The more damage you do to him, the more generators you must hit to cause him to reappear.



### 7-3 Armored Robot: Brontos

Brontos' weak point is the blue core in his chest; he reveals it briefly before he fires his beam attack, but it'll be wide open after his saw-blade maneuver. Dodge his other attacks and wait for him to use the saw; when he unrolls, stun him with machine-gun fire and follow with a quick punch combo, ending with the Arm Cannon. It'll be a long battle if Brontos doesn't do the Saw attack often—and you can't stun him in Hard mode, so the fight will be even tougher.



### 7-4 Quantum Robot: Epsilon

Most of Epsilon's attacks involve summoning objects or creatures; if you memorize her gestures, you'll know what's coming. When the yellow beam shoots from her head, watch for targeting crosshairs on the floor and dash to avoid the beams from the sky. The Machine Guns can clear out the spiky purple objects.



### 7-5 World's Strongest Robot

Pluto can spin like a top, creating a vacuum. He'll also shoot missiles; destroy them with the Machine Guns. When he fires the fast orange laser, use your jets to stay airborne until the explosions clear and use the Finger Laser or Arm Cannon while you're up there. The purple laser is lethal and trickier to avoid; when he uses it, dash through him and wait for the laser to approach, then dash back through him and right through the laser.



After a surprise twist and false ending, you'll be sent back to replay the entire game with your upgrades intact and a stage-select menu that lets you return to stages you've beaten. The storyline is still intact, though, so look for changes in the following stages:

1-1: Drake appears here.

1-4: When she's saved, Wato mentions Boon. Stage 0-4 is unlocked.

2-1: Look for a plot twist involving Drake.

3-1: Nuka confronts Astro before the stage. She is added to the Omega Factor here.

3-5: After the stage, Atlas enters the Omega Factor.

4-1: Another plot twist, this time involving the presidential election. The enemies are now robots instead of Black Looks, and at the end of the stage you will meet Abercrombie.

4-2: You'll chase a different enemy here instead of the fake Deadcross.

6-4: After the stage, you get Sapphire in the Omega Factor.

7-1: The five robots have a different boss. After beating North, Inspector Tawashi appears in the Omega Factor.

7-2: After beating Denkou, you acquire Skunk's Omega Factor entry.

7-3: After you defeat Brontos, you get Kinsanaku in the Omega Factor.

7-4: After Epsilon's defeat, Mr. Tokugawa shows up in the Omega Factor.

7-5: Once you beat Pluto, you receive Zoran in the Omega Factor.

## Secret Stages

### 0-1 Science Ministry

Return here and go through the tutorial again after meeting Unico to unlock Stage 0-5.

### 0-2 Duke Red's Hideout

After Stage 7-5, Zoran will tell you to find Duke Red. Visit Stage 4-1 and speak to Abercrombie, then go to Stage 4-3 and fly along the bottom of the screen until you see a house. After talking to Duke Red, Astro will be challenged to a duel. Simply press A each time the prompt appears. When you vanquish your opponent, he will appear in the Omega Factor along with Duke Red.



### 0-3 Doctor Black Jack's House

Go to Stage 1-2 and talk to Alejo, then return to Stage 1-1 and speak to Drake. Now head over to stage 3-5 and defeat Atlas again. The only doctor who can cure the girl in the tube is Dr. Black Jack, so visit Kennedy in Stage 5-2 to learn where he can be found. Before you visit Stage 0-3, make sure your Sensor has been upgraded to at least Level 3. At Black Jack's house, you'll learn about a hostage on Cruciform Island. Go to Stage 2-3 and ask Rainbow Parakeet for help, then go to 2-5 and rescue the hostage to add her to the Omega Factor. Now go back to Stage 0-3 and fight the giant robot. Use the same tactics as you did in Stage 5, but be careful, as the boss' attacks do much more damage now. Ham Egg and Black Jack will appear in the Omega Factor after the fight. You'll automatically go to Stage 3-5 and fight Atlas like before, but you must not damage the air tent below (Dr. Black Jack is operating inside). After the fight, you'll get three more Omega Factor entries and begin Stage 8.



### 0-4 Boon's Archeological Site

Speak to Wato at Stage 1-4 to unlock this stage. Visit the stage, then go to Stage 6-3 and speak to Don Dracula again. Make sure you've met Ambassador Magina in Stage 2-5, then return to Stage 0-4. Your reward is Boon's Omega Factor entry.

### 0-5 Dr. Tenma's House

Speak to Dr. O' Shey after meeting Unico to unlock this stage. Visit the stage, then go back to Stage 6-2 and speak to Unico once more. Now return to Stage 0-5 to get Dr. Tenma in the Omega Factor.

## Stage 8: World's Greatest Adventure

### 8-1 The Last Battle

Another flying stage, and it's a difficult one. You'll need your Machine Guns to make it out alive.

### 8-2 Illusion

At the end of the area, you'll fight Magnamite, the Artificial Sun and Cerabs again.

### 8-3 Artificial Planet "Death Mask"

The second battle with Sharaku is not much different from the first, except for the fact that the deadly Death Mask is lurking in the background and will annihilate you if you hang around near the center. Try to lure Sharaku toward the corners.



### 8-4 Garon

When Garon summons meteors, you can usually avoid them by dashing, but you may need to use the Machine Guns if Garon raises both fists. Jump up to avoid a devastating double punch. Whenever his chest opens, blast the character inside with the Arm Cannon. After the fight, you get Garon in the Omega Factor.



### 8-5 World's Greatest Adventure

In the final stage, you must navigate through an asteroid field with no ability to attack or defend yourself. It's better to spend more time toward the top of the screen, since some collisions are absorbed by the metal object Astro is carrying.

After the credits, do not press START at the "The End" screen; if you wait, Sharaku will be added to the Omega Factor. Note: Unless you play through numerous times, you won't be able to unlock all of the events in the Event Test at the Options menu. There are many places in the story where one of two different events will take place (depending on previous events or actions), and there is often no way to see the other event that did not appear.

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PlayStation 2



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**A** product of Sega's Sonic Team, *Puyo Pop Fever* is similar to popular puzzle games such as *Baku Baku*, *Super Puzzle Fighter II Turbo* and *Kirby's Avalanche*. The gameplay is simple, yet highly engrossing. The Puyos are dropping and you have to match their colors to create crazy combos and dump tons of "nuisance" Puyos on your friend or computer-controlled opponent. After playing the game for endless hours, I'm confident that the following tips will help you to become a *Puyo Pop* master!



## GAME MODES

### Single Puyo Pop



The courses in Single Puyo Pop allow you to follow the predetermined character storyline with either Amitie or Raf.

line. The later stages in the WakuWaku and HaraHara courses become very challenging. Repeating the RunRun (training) course several times will help you to get a better understanding of the game before you enter into uncharted waters. If you're still having a rough time, you can always change the difficulty setting to "Easy" at the Options menu.

## Endless Puyo Pop



The game never stops. In Endless Puyo until you fail. Choosing between Fever, Mission and Original modes, your skills at racking up high scores will be put

to the test here. Fever Mode offers a timed competition setting; it also allows you to practice setting up multiple chain combos. In Mission Mode, you have a limited amount of time to perform specific tasks such as clearing out two colors at once or eliminating five Puyo simultaneously; doing so will extend the timer and allow you to perform additional objectives.

## Double Puyo Pop



Choose from any of the 14 playable and two hidden characters in a

battle to the finish. Each character has the specific characteristics listed below, as well as a "drop" pattern that cycles back to the start after 16 phases of Puwo have dropped.

## CHARACTER PROFILES

Listed below are each character's playing style. **Hardcore** Puyo drop pattern. Hardcore Tetris players may scoff, but the Puyo patterns that fall in Puyo Pop Fever are not random. After 16 sets of Puyo have dropped, the same pattern will repeat. Note that only the drop pattern is predetermined; the Puyo colors are completely random. Carbuncle has the highest total number of Puyo that fall in each group of 16 drops, and Arle has the lowest. Skilled Puyo Pop players will set up columns based on their knowledge of when the sets of four Puyos are coming and where they will end up. They will be able to place them in specific positions if you're playing defensively and you don't want to waste time. If you're playing offensively, you can place them where you want. As a Puyo Pop player, I highly recommend that you choose either Carbuncle or Yu. If you are defensive and want to concentrate on offsetting, choose Arle instead. Note: You can only use characters other than Amalie or Rafine if you're playing in Free Battle or Double Puyo Pop modes.

Character	Playing Style	55-Piece Patterns	Total Piece Drags
Arie	Well-balanced player		32
Osion play	Constant "Fever"		37
Oshare bones	Builds up to fever		37
Itahow himi	Only goes for big chains		37
Amfite	Well-balanced player		38
Dangrigaeru	Keeps the pressure on		39
Raffine	Only goes for big chains		39
Rider	Loves chains		40
Poppo	Constant "Fever"		41
Frankensteins	Keeps the pressure on		41
Tanitaru	Keeps the pressure on		41
Prince of ocean	Builds up to "Fever"		42
Klug	Likes large chains		42
Accord	Only goes for big chains		42
Yu	Constant "Fever"		43
Curbencie	Well-balanced player		48

## SECRET CHARACTERS

To unlock Popoi, simply finish the intermediate course in Single Player mode.



To unlock,

Carbuncle, you must play against him on the *Advanced Course* in *Single Player* mode. To get Carbuncle to appear in this mode, you must fulfill either one of the following two requirements:

- 1) If you reach Stage 8 without continuing and you having less than four or more than 12 Fever Mode activations, Carbuncle will challenge you instead of Popoi.
- 2) If you reach Stage 8 and the number of continues you've used is a multiple of seven, Carbuncle will appear in Popoi's place. In other words, if you've lost to previous opponents and continued exactly seven times, or

It is not necessary to defeat Carbuncle to unlock him as a playable character; you just have to get him to appear. Carbuncle will then be selectable in Double Puyo Pop and Free Battle modes.



# TIPS & TACTICS

## Nuisance Puyo



Each time four Puyo of the same color connect, you will send Nuisance Puyo to your opponent on the other side of the screen. Connecting larger chains of Puyo will increase the amount of Nuisance Puyo that will drop on your opponent. To remove Nuisance Puyo from your playfield, you must clear four or more of the colored Puyo that the Nuisance Puyo are touching.

## Fever Mode

The easiest way to build up Puyo chains and obliterate your opponent is to kick it into Fever Mode. Each time your opponent is about to drop Nuisance Puyo on you, but you are able to counter (offset) by having four of the same Puyo connect, your Fever Meter will move up one notch. When the Fever Meter is full, you will be able to build a multitude of Puyo Chains much easier than before. A preset group of Puyo will be



waiting, and four- or five-hit Puyo Chains suddenly become easy as pie. When Fever Mode is activated, Nuisance Puyo can still build up, but will not fall for a short time. Achieving an "All Clear" (clearing out

all existing Puyo from the screen) will also raise the Fever Meter. Because of the time limit, you'll have to think quickly about where you want to drop your Puyo to make chains. The faster you play and the more chains you create, the more time you will have in Fever Mode, because the timer extends when you perform well...so keep it up for as long as you can!

## Offsetting

To master Puyo Pop Fever, you'll need to learn how and when to properly negate your opponent's Nuisance Puyo with your own. This technique, known as offsetting, is the key to building up your Fever Meter. Whenever your opponent sends Nuisance Puyo to your side and you see them hanging above your playfield, you must offset them immediately or the entire group will drop on you at once. Nuisance Puyo will remain above you as long as you continue to clear some Puyo from your playfield with each consecutive Puyo set that falls—



but as soon as you place a piece that doesn't connect at least four Puyo of the same color, the Nuisance Puyo will fall. Depending on your gameplay style, you can either A) wait for your



opponent to start dropping Nuisance Puyo on you, then offset them to try and get to Fever Mode quickly for the win, or B) play aggressively and build columns of Puyo quickly, then clear them out with large chain combos. The larger the chain, the more likely you are not going to be able to offset the Nuisance Puyo. Against computer opponents in earlier levels, it is wiser to wait until they begin their offensive strategy. In later levels, especially at the Intermediate and Advanced difficulty settings in Single Player mode, you will need to get into Fever Mode as fast as possible in order to stand a ghost of a chance.

# TECHNIQUES

It's easy to eliminate a single set of four Puyo at a time, but only by arranging Puyo near the edge of the screen in groups of two and three will you be able to take advantage of Puyo Chains and clear out stages with little effort. You'll need to master the following techniques in order to attempt large-scale chain combos later in the game:

## Technique 1 (Practice)

**Objective:** Arrange the Puyo in color-coded groups of three for possible mid-level chain combos.



If you're given Puyos with colors that don't match, or if you don't want to eliminate a set of four Puyo at the time, move them as far away from the area as possible, which in this case is to the other side of the screen.



It's a good idea to bring down the Puyos quickly (by pressing Down) when the next set will give you a much needed chain combo. Always keep an eye out for opportunities instead of sending off Puyos to the side.



Instant three-hit Puyo Chain! Most of the success you will achieve is based on simple three-hit chains such as these. Always keep an eye out for the most Puyo pieces available, and refer to your character's drop pattern to set up your game plan.

## Technique 2 (Practice)

**Objective:** Stack two columns of three Puyos vertically, then eliminate both columns with the correct colored set of Puyo.



The challenging part of creating columns is being able to properly filter out colors that do not match without stacking them on top of each other. Patience is the key.



When you have no choice, and you're getting too many Puyo of the same color, try to keep the Puyo combos to a minimum. You don't want your opponent to get to Fever Mode first.



Simple stack combos are the fastest way to bring down piles of Puyo, especially when you see a flurry of Nuisance Puyo heading your way. Keep a few three-Puyo stacks on your screen whenever you can; they're sure to come in handy.

## Technique 3

**Objective:** Build sections of triple Puyos in L-shaped patterns in the first two columns on the left and/or right side of the screen.



The quicker you stack the Puyos, the harder it is for your opponent to jump on you. Why begin a game stacking them like this? It's the simplest way to obtain multiple chain combos.



Notice how the middle two columns are nearly empty, and the columns to the right are almost as high as possible? The Puyo pile is about to come down from the stacks with multiple chain combos. Your handwork has paid off! Remember, the game will not end until one of the two middle columns is full.



The multiple chain combos earned will not only offset the opponent's Nuisance Puyo, but they are sure to leave a mark of Nuisance Puyo of their own as well.

## Technique 4

**Objective:** Build columns of double and triple Puyos on the extreme left and right parts of the screen. Build small scales of triple L-shaped Puyos on the side for maximum chains.



This type of pattern is slightly more difficult to master properly, but the rewards can be unfathomable. Keep stacking the Puyo in this pattern, with any unwanted colors off to the side.



You will surely have to deal with some Nuisance Puyo during this time. Keep building as fast as you can, if it gets too hot and heavy, try to build vertical piles on the left side as shown in Technique 2 to offset incoming Nuisance Puyo without affecting your Puyo setup.



Here comes the payoff Puyo—it will put your opponent in such a bind, he'll think you were in Fever Mode! Master the first three techniques before you attempt this kind of all-out onslaught.



# CHAMPIONS of NORRATH

by Pat Reynolds

Welcome to the fifth of a five-part series of columns focusing on Sony's action RPG, *Champions of Norrath*. Each month, this column has taken a detailed look at one of the five playable classes in the game, as well as providing tips and strategies for surviving one of the game's five acts. In this final installment, we'll take a look at the Dark Elf Shadow Knight class and Act V.

Vol. 5

## CLASS: DARK ELF SHADOW KNIGHT



### Starting Abilities

Strength	28
Intelligence	30
Dexterity	27
Stamina	30

A melee fighter with offensive disease magic capability, the Shadow Knight is proficient at both close combat and spellcasting, but is not the best choice for either.

**Advantages**—If you want to be able to mix it up with the bad guys in melee combat and sling some spells, the Shadow Knight is the class for you.

**Disadvantages**—Both the Warrior and Cleric are better at hand-to-hand combat, and the Wizard is far superior with magic use. While the Shadow Knight is a jack of many trades, he hasn't mastered any of them.

**Unique Items to Watch For**—Most of the Shadow Knight-only unique items you'll find either add poison damage or give you better resistance to poison-based attacks. There aren't any lower-level items worth noting—you'll generally find that they start at around a Level 23 requirement, like the Bow of Suffering or the Blade of Tormenting. A good early-game weapon for the Shadow Knight is Ice Flame, the fire/ice blade that gets dropped pretty often during Act II. At Level 50, the Shadow Knight can wield the Black Insanity, a blade capable of delivering massive amounts of damage. Also at Level 50, watch for the Blood Lords Plate, perhaps the best armor for the Shadow Knight in the entire game.

## Shadow Knight Skills

Skill	Required Level	Required Skills	Details	Advantages	Disadvantages
Blunt Weapons	1*	N/A	Increases blunt weapon damage	The Shadow Knight spends a lot of time in melee combat—put points in this skill if you're going to specialize in hammers, maces and clubs	As long as you stick to blunt weapons throughout the game, there are no disadvantages to this skill
Slashing	1*	N/A	Increases slashing weapon damage	If you want your Shadow Knight to specialize in weapons like swords, knives and axes, max out this skill	You'll need to stick to slashing weapons to get the most out of this skill
Disease Bolt	3	Blunt Weapons	Fires a disease bolt at enemies. Has a cloud effect and at higher levels, a harming effect	This is the Shadow Knight's primary projectile attack. It works great on swarms of enemies, and diseased enemies continually lose health	Actual damage is low, and it never really becomes powerful that you won't still need to engage enemies in melee combat to finish them off after using it
Bind Wound	5	Blunt Weapons, Slashing	Increases health regeneration rate	Shadow Knights spend a lot of time in melee combat—faster health increase helps to keep them alive	Don't put more than a few points into this skill initially—you're better off spending points on skills to increase damage output
Life Tap	5	Slashing	Converts the life essence of slain enemies into mana or health which can then be absorbed	Helps the Shadow Knight stay healthy without using lots of potions	Low percentage that mana or health essence will appear from diseased enemies until you put a lot of points into it. Health and mana potions do the same thing
Disease Trail	8	Disease Bolt	Creates a disease cloud behind the Shadow Knight, damaging enemies	The perfect "run away" skill. Disease Trail lets you escape swarms while poisoning and hurting pursuing enemies	Like Disease Bolt, damage output is minimal until very high levels, and you're still going to end up fighting the diseased enemies
Engulfing Darkness	8	Bind Wound, Life Tap	Creates a cloud of darkness that damages and confuses enemies	Excellent skill for breaking up groups of enemies and causing them to lose their focus on you as a target	Doesn't become really useful until you've invested a lot of points
Endurance	10	Life Tap	Increases carrying capacity	Shadow Knights can wear heavy armor and wield heavy weapons; increases in carrying capacity will keep them going further between trips back to town	Putting attribute points into Strength will increase carrying capacity and let you invest skill points elsewhere
Disease Shield	10	Disease Trail	Surrounds the Shadow Knight with a disease cloud	In melee combat, anything that adds extra damage to enemies is valuable. Great against swarms	This is one of the better Shadow Knight abilities and should be used whenever you're in melee combat
Riposte	15	Engulfing Darkness	Chance of automatic damage on attacking enemies	One of the better skills for melee fighters, this one helps to keep swarming enemies away	You're most likely attacking enemies that get this close already
Summon Skeleton	15	Endurance	Summons a skeleton ally to help you fight	The skeleton will draw attacks from enemies and can soak up a good deal of damage	The skeleton does very little damage by itself and costs a lot to summon. It also tends to get lost and left behind easily, but will reappear with your group after a while

Skill	Required Level	Required Skills	Details	Advantages	Disadvantages
Shield Bash	15	Dodge	Bashes an enemy with shield, chance to stun	High damage attack, low mana consumption	You need to have a shield equipped to this skill—it's useless if you want to use two-handed weapons
Convert Undead	20	Riposte, Summon Skeleton	Converts undead enemies into friends	High chance of success, lasts for 15 seconds at Level 1, forces enemies to fight each other	You'll want to level this skill up a bit before it becomes really useful, but it's worth it, especially when going through undead-infested areas at the higher difficulty settings
Harm Touch	25	Shield Bash, Convert Undead	Melee attack that causes big damage to a single target	At Level 1 this attack does 338-504 damage....	...but by the time you're Level 25, you probably have a weapon that's doing around this amount of damage already. It's a huge drain on mana as well

\* The Shadow Knight has 1 skill point in this skill at the start of the game.

## ACT V STRATEGY GUIDE

The following information will help you to complete Act V of the game.

### Plane of Air

Enemies: N/A

The Plane of Air is your "hub" for this chapter. It's a sprawling series of floating platforms connected by walkways. You should explore the whole thing; there are treasure chests scattered about, as well as a save point and an important portal that you'll need to use a little later. Natasa is the shopkeeper for this chapter, as well as your initial "portal" back to the Plane of Hate.

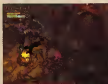


### Plane of Hate

Enemies: Minions of Hate, Ghouls (Ghost Flash)

#### Boss: Greater Minion

When you've stocked up at Natasa's shop, talk to Natasa to return to the Plane of Hate. Minions of Hate are new enemies, and they are fast and tough. Go slowly and try to pick them off at a distance. The Greater Minion guards the door that leads deeper into the Plane of Hate. He attacks by either lashing out with lost souls he plucks from the ground, or using the souls as arrows for his massive bow. He's best fought at a distance, where his soul arrows are easily avoided.



### Cauldron of Hate, Halls of Despair

The Cauldron of Hate is home to lost souls waiting to be tortured by the Minions of Hate. It also contains the Barrier of Hate, an impassable gate that you'll need to force open by releasing enough lost souls. To release the souls, lead them through the Halls of Despair to the portal at the end that will take you back to the Plane of Air.

You can have a maximum of three souls following you into any of the Halls of Despair. The Minions patrolling these areas will attack the souls on sight, and the souls will freeze up and refuse to move if there are minions nearby. Move forward slowly and be sure to destroy all Minions in an area before continuing. Don't let the souls get too far behind—you want to keep them in sight in case a Minion starts attacking them. When you reach the portal, you'll free the souls that made it with you through the Halls of Despair. Use the portal in the Plane of Air to return to the Cauldron of Hate and repeat the process until you've freed enough souls to open the Barrier (six, at the Adventurous difficulty setting).



### Lair of Innoruuk

Just past the Barrier of Hate is a crevice leading to Innoruuk's lair. He's keeping Firiona Vie hostage here, and you must rescue her before you can face Innoruuk. To release Firiona from her bonds, destroy the five seals (large pillars) in the area while avoiding Innoruuk. Right now, he's far too powerful for you to face, no matter what your level. When all five seals are destroyed, talk to Firiona to escape Innoruuk and return to the Plane of Air.



#### Boss: Innoruuk

Talk to Firiona Vie on the Plane of Air and she'll tell you about the Planar Steel and purging yourself of hate. There's a new portal on the Plane; head to the save point (save your game now—if Innoruuk kills you, it's "game over") and take the walkway on the right to find the glowing blue portal. Walk into it to purge the hate from your champion and return to Innoruuk's Lair for the final showdown. Innoruuk attacks by launching sets of three fireballs that inflict tremendous damage and can knock you to the ground. When he gets close, he'll attack with his giant hammer. Anything you have that can slow him down works well; ice arrows or cold spells are excellent. Don't let him get too close or he can defeat you very quickly. If you hit him hard enough, he'll drop his hammer and stand for a moment, stunned. This is the time to open up on him with your best weapons, before he picks his hammer up again and resumes the battle. When Innoruuk is defeated, you'll have a matter of seconds to collect any treasure he drops before the game automatically runs the epilogue and credits.



Thanks for taking this journey through the lair of Norrath with us! Be sure to get your favorite character up to Level 50—the sequel, *Champions: Return to Arms* (due early next year) will let you import your existing character with all of his or her attributes!

# SELECT GAME PREVIEWS

The purpose of Select Game Previews is to show you a select group of new and upcoming

games so YOU can influence the contents of *Tips & Tricks*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *Tips & Tricks* Select Game Previews, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *Tips & Tricks*.



## METROID PRIME 2: ECHOES

Publisher: Nintendo

In Stores: November



has a malfunction and is forced to crash-land on Aether, a planet torn apart by an interdimensional rift between Darkness and Light. As Samus awakens from the crash, she realizes that her Power Suit's special abilities have been stolen by a group of creatures called the Ing Horde. She must recapture all of her abilities and help the peaceful inhabitants of Light Aether, called the Luminoth, to fight against the evil powers of Dark Aether. The game is divided into Light and Dark worlds as well as Light and Dark powers, much in the same way as *Metroid Prime* was divided into elemental characteristics. In addition to the new powers, players will also get to use old favorites like the Charge Beam, Morph Ball, Grapple Beam and more. *Metroid Prime 2: Echoes* will also introduce a new multiplayer mode that supports up to four players for a healthy dose of deathmatch mayhem! Once again, it looks like Retro Studios may have created a new masterpiece....



Before *Metroid Prime* was released, fans were nervous about Nintendo's decision to go with Retro Studios—an American developer—to bring the beloved *Metroid* franchise to the GameCube. They got even more antsy when word got out that the game would be a first-person shooter rather than an action game based on its classic side-scrolling gameplay. As it turned out, *Metroid Prime* became a bonafide must-have title for all GameCube owners and the anticipation for the next game has reached a fever pitch. *Metroid Prime 2: Echoes* will again put you behind the visor of Samus Aran as she fights to survive in another hostile planet. Samus' ship





## STAR WARS: KNIGHTS OF THE OLD REPUBLIC 2—THE SITH LORDS

Publisher: LucasArts

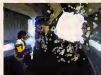
In Stores: December



Set five years after the events of the first game, *The Sith Lords* finds the Jedi Order in shambles, with the Sith Lord Darth Sion. As in the first game, you will face tough choices which will lead you to the Light or Dark Side of the Force. There are ten different characters who will also be affected by your decisions and may choose



to work with you or against you. Over 60 new Force powers and Feats have been added, and the game's seven worlds include a new planet called Dxun. With new content also available for download via Xbox Live, *Knights of the Old Republic 2* is one sequel that Star Wars fans won't want to miss.



## DEF JAM: FIGHT FOR NY

Publisher: EA Games

In Stores: September



Last year's *Def Jam Fight for NY* put hip-hop artists into the wrestling ring, but in this year's sequel, the fighting spills out into the streets. *Fight for NY*



does away with the ropes and grappling moves so fighters can get down and dirty without any rules. The game also features a much deeper Story Mode with more than 40 of the biggest names in hip-hop, including Busta Rhymes, Ludacris, Method Man, Snoop Dogg, Lil' Kim and more. You can master five different fighting styles—street fighting, kick boxing, martial arts, submission and wrestling—and combine them to make your own special hybrid moves. Your fighter can also be customized with tattoos and thousands of unlockable accessories from brands like Phat Farm, Sean Jean, Rocawear and more.



## BATTLEFIELD: MODERN COMBAT

Publisher: EA Games

In Stores: November



*Battlefield: Modern Combat* brings all the intensity of *Battlefield 1942* for the PC into the modern era with the most advanced weaponry and technologically advanced vehicles of today's military. The game is meant to be played online with up to 24 players at one time; in fact, you can't play the game at all without an online connection. You can choose to battle as U.S., Chinese or Middle East Coalition troops. Players have absolute freedom to do anything in the game, thus reflecting the utter chaos of war. For example, you can fight in the trenches on foot, then jump into the cockpit of an airplane and attack your enemies from the skies.



With more than 30 different vehicles to commandeer, each battle will never be played the same way twice.



## YAGER

Publisher: Kemco

In Stores: September



Kemco is bringing this successful European action flight game to the states, complete with dogfighting and ground attack missions over the course of 22 massive levels. The story of *Yager* is based around a young fighter pilot on a quest to find and destroy the powers that threaten his home world.

Compared to most combat flight simulators, *Yager*'s action takes place much closer to the ground, giving an immediate feeling of the increased speed and dynamics that correspond with low-altitude action. The combat intensity, multiple weapons and unlockable bonuses all add up to what looks like a fast-paced, brutal flight sim, one that could give *Crimson Skies: High Road to Revenge* a run for its money.



## THE GUY GAME

Publisher: Global Star

In Stores: 4th Quarter

**Also on** We've never seen a console game quite like this before, and we don't know if there's a politically correct way to describe it, but we'll try: *The Guy Game* consists of mini-games and trivia contests aimed at lecherous, heterosexual males. Up to four players can compete to unlock photos and high-res video scenes of over 60 different women who remove articles of clothing as your score increases. Filmed at South Padre Island during spring break, much of the video depicts the ladies cheering the players on and participating in events like the "Hottie Challenge," where they jump rope, race and twirl hula hoops in



various states of undress. If you want to know how far a game can push the ESRB's "Mature" rating without crossing over to the "Adults Only" category, you'll soon find out exactly where the line is drawn.



## DONKEY KONG COUNTRY 2

Publisher: Nintendo

In Stores: November



The *Donkey Kong Country* series was hugely popular on the Super Nintendo Entertainment System, so it's no surprise to see these games converted for the

Game Boy Advance. *DKC2* re-introduces Dixie Kong, the cute female ape who could attack or even carry objects with her blond ponytail. Diddy Kong is also back, and the two simian stars must cooperate if they hope to rescue Donkey Kong from the evil Captain K. Rook. Players can switch between Diddy and Dixie at any time, depending on the particular talents you need (e.g. Dixie's helicopter spin or Diddy's cartwheel). As in the SNES original, animal pals like Rattly the rattlesnake and Squitter the spider will show up to give you a lift. New GBA features include four-player mini-games like "Funky's Flights" and "Expresso's Racing."



## GRAN TURISMO 4

Publisher: Sony

In Stores: November



*Gran Turismo*'s game physics have been fine-tuned to near perfection over the years, with authentic recreation of driving experiences depending on everything from your car's weight and speed to friction and wind resistance. Two exciting new features have been added to the fourth game: "GT Photo Mode" and the eagerly anticipated "GT Online Mode," which uses six-player head-to-head racing, chat and message boards to build a comprehensive community of automotive enthusiasts. There are more than 100 courses, including New York City, the Grand Canyon, Fuji Speedway, Costa d'Amalfi; some can be driven in reverse! Over 500 cars are included, all remarkably modeled and detailed, fully customizable down to the gear ratio.

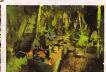


## CONFLICT VIETNAM

Publisher: Gathering

In Stores: October

**Also on** *Conflict Vietnam* sets four unlucky rookie soldiers in enemy territory during the 1968 Tet Offensive, stranded without communication channels and forced to fight their way through 100 miles of rough terrain and booty traps, completely dependent on each other for survival. During this ordeal, they earn performance-based points which can be spent to upgrade their skills in nine categories, including Sniper, Medic and Demolitions. The missions include various bonus objectives that encourage you to explore while performing such diverse duties as guarding civilians and providing cover fire. 20 era-specific weapons are available—including 50-caliber machine guns and assault rifles—and there are a number of vehicles as well, such as APCs, helicopters and river boats.







## KINGDOM UNDER FIRE: THE CRUSADERS

Publisher: Microsoft

Available Now



This new action/strategy game blends large-scale strategic battles with fast and fierce hand-to-hand combat, bringing players to the forefront of an epic struggle. As a general in a fantasy battlefield, you must fight alongside your troops and use catapults, dragons and any other means necessary to crush the Dark Legions and put an end to the terror they've unleashed on the sacred Holy Grounds. With up to 150 units fighting on one screen, *Kingdom Under Fire* boasts some of the most breathtaking war simulation scenes in the history of console games. And they're not limited to your living room, either; you can compete against players from around the globe in deathmatch or team battles via Xbox Live and even download new missions, weapons and armor.



## THE LORD OF THE RINGS: THE THIRD AGE

Publisher: EA Games

In Stores: November



Also on PS2 Just because J.R.R. Tolkien's epic fantasy trilogy is out of the box office does not mean that EA is finished making games based on the *Lord of the Rings* series.



*The Third Age* is a role-playing game with a unique structure that allows players to explore their own paths while periodically intersecting the major events of the movie trilogy. You can choose to play on the side of light or shadow; battling with the Fellowship or with the evil that is Sauron. All playable characters in the game are completely upgradeable, allowing you to enhance their weapons, fighting styles, and attributes. Can you imagine if a game of this magnitude could be played online? This one can't, but it's also not likely to be the last *Lord of the Rings* console game....



## ROBOTECH: INVASION

Publisher: Gathering

In Stores: October



The *Robotech* franchise is going online, with simultaneous play for up to eight players on both the PS2 and Xbox. *Robotech: Invasion* is a story-driven first-person shooter with rendered 3-D environments straight out of the *New Generation* series. Set in the 21st century, the game documents the battle of humankind against the Invid, a race of invading aliens intent on conquering Earth. It's up to the survivors of the *Robotech* expedition to battle for Earth in an attempt to stop the Invid from making our planet their new home. Play with your buddies or in single-player mode, where you will have the



ROBOTECH

choice to play in one of two parallel scenarios, each with a new perspective and plot twist from the existing storyline.



## OUTLAW GOLF 2

Publisher: Global Star

In Stores: October



The sequel to last year's over-the-top golfing smash now boasts simultaneous online play for up to four players. With 11 outrageous



characters including rappers, trailer-park refugees and scantily-clad women, *Outlaw Golf 2* redefines the term "extreme sports." By playing through the tour and winning various events, you can unlock special equipment and even more risqué outfits. The *Outlaw* series' unique "Composure Response System" has been refined and expanded; in addition to beating down your caddy to calm your nerves, you can also participate in mini-games where you perform tricks while zipping around in a golf cart. With a \$19.99 suggested retail price and all of these special features, *Outlaw Golf 2* is sure to heat up the holiday season.



## SHADOW HEARTS: COVENANT

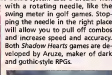
Publisher: Midway

In Stores: September



Shadow Hearts was released for the PS2 almost three years ago without much fanfare, but fans of the game will tell you that it's a solid RPG with an intriguing storyline and unique battle system. This sequel continues the saga of Yuri and his ability to

morph into various creatures. One year after the events of the first game, World War I has started and a secret cult is taking advantage of the conflict to further its nefarious plans. Yuri's morphing abilities have been weakened by a curse and he must find a way to regain his powers. The battle system uses a circular icon



## PHANTOM BRAVE

Publisher: NIS

Available Now



Phantom Brave will be the first title published by Nippon Ichi Software's U.S. brand, NIS America. Nippon Ichi has a small but strong cult following, thanks to previous titles like *Dogma: Hour of Darkness* and *La Pucelle: Tactics*, which were released in the U.S. by other publishers. Phantom Brave offers more classic, tactical RPG-style gameplay done in beautiful, traditional 2-D animation, a staple of NIS games. The main character, Marona, lives on tiny Ghost Island with her phantom friend, Ash. When the people of the nearby town of Ivoire send bottled messages asking for help, Marona uses her special phantom-controlling abilities to take on the troubles of the people with her phantom helpers. RPG fans should keep an eye out for more releases from NIS.



## STARFOX

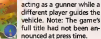
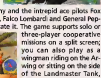
Publisher: Nintendo

In Stores: November



### STARFOX

Take to the skies in the Arwing once again as Fox McCloud and the Star Fox flight team gear up to defeat another menace threatening the galaxy. A few years after the events on Dinosaurs Planet, Lylat Central Command has discovered a new enemy and the intrepid ace pilots Fox McCloud, Slippy Toad, Peppy Hare, Falco Lombardi, and General Pepper must work together to eradicate it. The game supports solo or



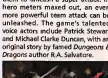
three-player cooperative missions on a split screen, you can also play as a wingman riding on the Arwing or sitting on the side of the Landmaster Tank, acting as a gunner while a different player guides the vehicle. Note: The game's full title had not been announced at press time.



## FORGOTTEN REALMS: DEMON STONE

Publisher: Atari

In Stores: September



A gorgeous cinematic experience, **PICK!** Demon Stone appeals to both Dungeons & Dragons freaks and gamers who are just looking for an easy pick-up-and-play title. It offers all the micromanaging character skill customization that fanatics prefer, along with optional automatic attribute distribution for players who are not used to such features. The three characters all have unique attacks, and a hero meter which can be built up to allow them to unleash a super attack. If all three characters have their hero meters maxed out, an even more powerful team attack can be unleashed. The game's talented voice actors include Patrick Stewart and Michael Clarke Duncan, with an original story by famed Dungeons & Dragons author R.A. Salvatore.

**UPDATE!**



## SPY FICTION

Publisher: Sammy

In Stores: September

### SPY FICTION

Spy Fiction adds a unique element to stealth-based gameplay with the ability to assume the identity of any character in the game. Play as either Billy Bishop or Sheila Crawford, both agents of the Special Execution Agency Intelligence team. Armed with a "JDA Camera," the agents can capture the likeness of any unsuspecting enemy and use their special Chameleon Suits to assume that subject's identity. The Chameleon Suit can also meld into the pattern of any wall, making you practically invisible. Infiltration is the name of the game, as the S.E.A. agents try to neutralize a global organization of bio-terrorists. Released in Japan last year, the game's U.S. version will have graphic enhancements plus some variations on different levels and better enemy intelligence.



## CHAMPIONS: RETURN TO ARMS

Publisher: Sony Online

In Stores: February 2005



The sequel to *Champions of Norrath* offers free online play (as long as you have your own broadband connection and the PS2 network adapter) for up to four players per game. A matchmaker service allows players to host their own games or join existing ones, in cooperative play that can be coordinated through USB headset or keyboard chat. If you can't get online, it's still possible to play a four-player game with the PS2 Multitap. *Return to Arms* lets you import your character from the first game and train them up to level 80! There are new spells, abilities, items, equipment and artifacts, as well as two new playable races. Secret levels and secret Epic Items enhance the replay value of the game, which already promises over 100 hours of gameplay.



## THE URBZ

Publisher: EA Games

In Stores: November

Also on **EA GAMES** The *Urbz* enlivens the popular Sims series with a flavor that's a little more street, moving from the ennui of suburbia to a city that's divided into nine districts, each with its



own unique characteristics. The *Urbz* live in a city that's open 24/7, and they have to climb the corporate and social ladders in an effort to network with only the hottest players as they build up their creds and reputations to stellar levels. Will your *Urbz* be allowed access to the VIP Club or will they be shunned at the door? Get famous enough and your character's mug will appear on billboards and bus ads in a campaigning blitz worthy of the Donald himself. If you've got an EyeToy, it will be your own face staring at you from everywhere! The *Urbz* takes the Sims franchise in a cool new direction.



## TEST DRIVE: EVE OF DESTRUCTION

Publisher: Atari

In Stores: September

Also on **EA GAMES** The normally subdued Test Drive series is hitting the dirt with *Eve of Destruction* as its racing at its ugliest as you try to destroy the competition in various over-the-top derby events. Be the last one standing as you pile up the scrap heap in Demo Derby, try to avoid mid-air collisions from cross-traffic while racing the Figure 8 or take out your opponents before they take you out in the Suicide Race. Just because you have a fast car, it doesn't mean you're a winner—it's about survival! 30 different vehicles are available for trading, including cars, heepees, ambulances and even school buses! *Eve of Destruction* is being developed by Monster Games, the same folks behind EA's NASCAR: Dirt to Daytona. It's OK to lose your cool behind the wheel in this game!





# AMAZING ISLAND

Publisher: Sega

Available Now



When you woke up this morning, I'll bet the first thing you did was to imagine a competition-driven magical monster simulation that takes place on a fantastic island in another world. If so, then *Amazing Island* is the game for you. After using your imagination to create your own monster, you can then enter it in a series of competitions involving timing, speed and head-to-head battles. When you successfully complete a competition, new features are added for monster enhancement; you may even earn one of eight magic orbs, which you can use to free the Maboo Tribe from the Black Evil. If you want to test out your creation against your buddies, you can transfer your monster to the Game Boy Advance and acquire special GBA-only monster building items.



# GHOSTHUNTER

Publisher: Namco

Available Now



*Ghost Hunter* is a "survival horror" game set in an abandoned high school where a massacre once took place. Police officer Lazarus Jones and his partner Anna Steele are patrolling the school when they find Professor



Peter Richmond's paranormal research laboratory and accidentally set free the ghosts within. Anna is kidnapped, and Lazarus is possessed with the ability to see paranormal phenomena. He must use his newfound espionic abilities—along with gadgets specifically designed to defeat ghosts—to plow through the horde of spirits he unleashed and save his partner.



# F-ZERO GP LEGEND

Publisher: Nintendo

In Stores: September

The original futuristic racing game returns to the GBA with an action-packed storyline that unfolds through the eyes of eight characters, including Captain Falcon, Samurai Goroh, Jody Summer, Rick Wheeler, Black Shadow, Zede and more. As in the new Fox TV show, the



year is 2201, the human race has ventured out into the universe and the development of a civilization based on science is flourishing... but the F-Zero pilots know that racing is still the sport that excites one and all. Finishing each increasingly difficult Grand Prix circuit will unlock even more challenging races, and overcoming the racing obstacles in Story Mode will reveal other characters' plot lines. As in the previous GBA game, you also have the ability to link up and race your friends.



# HAMTARO: HAM-HAM GAMES

Publisher: Nintendo

Available Now



An Olympics-style tournament has brought together Ham-Hams from all over the world, including the familiar Team Ham-Ham and the Team Seeham pirates. Competitions include solo or team events where you control one of the members of the Ham-Ham Gang, including Hamtaro, Bijou, Cappy and more. Bijou plays in the solo tennis tournament, Hamtaro and Bijou team up for doubles tennis and beach volleyball and Cappy demonstrates freestyle high-diving acrobatics in a swimming pool made of clouds! Other sports include archery, sprinting and sailing, and after events you can watch instant news coverage at the Clubhouse. You can also link up with another GBA to trade costumes you've purchased or share statistics and records you've achieved.





# READER MAIL

If you send us a letter,  
Earl will deliver it to us.



**TIPS & TRICKS** 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

## PRESTIGIOUS

I've been a longtime reader and this is my first time writing to your prestigious magazine. I have a few questions that I would like to ask you:

1) Why did you decide to change the paper in the tips section and the Pencil Puzzles?

2) What is your favorite game of the newly-released "Classic NES" series on Game Boy Advance?

Thank you for taking your time reading my letter and my questions.

—Brian Birdwell  
Decatur, IL

1) *Tips & Tricks* changed its paper stock in order to make the entire magazine in full color; previously, 32 pages in each issue were printed in just two colors on lesser-quality paper. We changed it to make the magazine look better, and we hope you'll agree that it worked.

Unfortunately, it's very tough to write on the new, slicker paper with a pencil, so fans of our Pencil Puzzles have been writing in to complain. We are aware of the problem and are currently looking for a solution. One of the possibilities we've considered is to publish a special issue on the original paper stock with all Pencil Puzzles from cover to cover, but doing so would be very expensive; we'd need some assurance from our readers that there's enough interest out there. If you'd be willing to purchase such a magazine, please write to us and let us know.

2) The Legend of Zelda is the obvious choice, but we've also been playing a whole lot of Xevious.

Thanks for writing, Brian; we don't think we've ever been called "prestigious" before.

## A RAILFAN WRITES

I've been a railroad fan for many years. I was wondering if any video-game companies ever thought of creat-

ing a simulation game to drive around trains. I've played a game called *Big Mutha Truckers*; it was fun, but I'll bet it was much more appealing to those who like trucks or drive them around. I thought that the creators of *Big Mutha Truckers* could create a train game.

I like trains. I would like to see a video game featuring trains. You could haul a freight or passenger train from state to state (with realistic whistles), learn to drive trains and switch cars, speed up or stop to avoid derailments or hitting another oncoming train, etc.

If you can, pass the idea on to any video-game company. There are millions of railfans around the world who would enjoy a game like this.

—Ralph Powers Jr.  
Waukesha, WI

Each month, we send complimentary copies of *Tips & Tricks* to hundreds of people at dozens of different video-game companies—including Eutechnyx, the developer of *Big Mutha Truckers*—so your message has been delivered.

And while you're waiting for your dream to come true, you might want to check out one of the games in the popular *Railroad Tycoon* series for the PC; they're not much different from the game you're describing. In fact, *Take 2* released *Railroad Tycoon II* for the PlayStation back in 2000; if you can find a copy, it will play on your PlayStation 2.



**Railroad Tycoon II on the PS one:**  
the console game for railfans

## "SPAZOLA" BACKLASH

**Editor's Note:** In our July issue, we printed a letter from a reader who identified himself as "Spazola" and had nothing but harsh criticism for *Tips & Tricks*. Among many other colorful comments, he told us that our strategy guides are only read by "a small group of illiterate people," that our magazine "looks like snot" and that we were "the #1 worst magazine of all time!" Here are a few of the more interesting letters we've received in rebuttal:

I read your strategy guides; they're great. And I'm not an illiterate person. I'm not seven years old, and I don't have a brain disorder. I may not be interested in *Tournament Report* or the sports section, but some people are.

—Zachary Rohrer  
Brownsville, PA

I use the walkthroughs because they are helpful to me. And no, they don't write about games that only a small group of illiterate people (like you) will play. You'd better wake up, kid, because not everything is perfect. Get a life.

—Nico Velez  
Citrus Heights, CA

I'm writing this response to what "Spazola" said about your magazine. I agree with him and at the same time I don't. First of all, I agree that nobody cares about *Tournament Report*. I agree with him about the mail also; you should publish more than just letters that make you look good. But "Spazola," just because you don't use the guides, it doesn't mean that other people don't.

And another thing: People, use your real names. If you don't have the courage to put your real name in a letter to a magazine, then you're not gonna have the courage to try to meet girls or do anything else for that matter.

—Eric Johnson  
Lorahatchee, FL

## TIPS & TRICKS Reader Art Gallery



by Danny Hensley,  
Laguna, NY



by Taylor Delaney,  
Piedmont, LA



by Eddy Tene,  
Tucson, AZ



by Nasser Artigas,  
Parral, AZ

# Gaming Gear

hardware  
peripherals  
accessories



● To coincide with the release of the "Classic NES Series" on the Game Boy Advance, Nintendo has introduced this sweet Classic NES Limited Edition GBA, which is modeled after the Nintendo Entertainment System. The D-pad and button area looks just like an old-school NES controller, and the top of the unit (not pictured here) is decorated to look like the grooves on the top of the NES. Retro greatness for \$99.99!



The Evo Sport GT Wireless

Wheel from Pelican gives you the freedom to play anywhere in the room with no wires. The wheel has a nice turning feel with its Active Torque System, imitating real power steering. The Evo Sport GT has some interesting touches, like a battery life indicator designed as a fuel gauge and a handy adjustable steering sensitivity switch. The wheel also comes with a full-sized gas and brake pedal floor unit. Available now for \$59.95.



● The Free Shot Light Blaster is the first wireless gun peripheral for the PS2, allowing you to get crazy with your shooting poses without feeling all tangled. The Free Shot has a switch for both GunCon 1 and 2 games so you can play all the games in Namco's Time Crisis series. Auto-fire and auto-reload options allow you to breeze through some of the harder levels. Ready, aim and fire without any wires for \$39.95.



● Intel's Pro Mini 2 controller for the Xbox is ideal for the gamer with small hands. Don't let its size fool you, though; the Pro Mini has all the features of a full-sized controller plus additional programmable functions. A Turbo button lets you cheat your way through some of your tougher games. The controller also comes in a clear green color. Available now for \$19.95.



● The Predator II Wireless PS2 controller sets you free with its powerful 2.4 GHz RF wireless technology. Even with two "AA" batteries inside, it still feels pretty light. The L2 and R2 buttons have been recessed a bit to give you a tighter grip. The Predator II also delivers up to 150 hours of battery life. Get one at your local game store for \$34.95.

● Available exclusively at the Pokémon Center store in New York (or through [PokémonCenter.com](http://PokémonCenter.com)) for \$19.98, Pokémon Box: Ruby & Sapphire is a utility disc for the GameCube which allows you to store all of the Pokémon you've collected in Pokémon Ruby or Sapphire, Pokémon Colosseum and the upcoming Pokémon FireRed or LeafGreen and store them on a memory card. It also allows you to play Ruby or Sapphire on your TV through the GameCube by hooking up a GBA with a Game Boy Advance Cable; no Game Boy Player necessary. Best of all, Pokémon Box comes with a cool, transparent red and blue Memory Card 32 and a Game Boy Advance Card; the accessories alone are worth \$25, so it's almost like you're getting Pokémon Box for free.



● Pelican's Eclipse II Wireless Xbox controller uses the latest in 2.4 GHz RF wireless technology. The controller has zero latency and convenient auto-channel-hopping, so you never need to worry about hiccups in the signal response. Alternata Black and White buttons have also been relocated to the shoulder trigger buttons for ease of use. The Eclipse II boasts low power consumption with up to 150 hours of battery life. Go wireless for \$34.95.





# ONLINE GAMER

by Jason Wilson

Xbox Live  
Gamertag:  
Dream Theater  
PS2 Online  
Usernames: DreamTR

## Get Connected to the World of Online Console Gaming

Ever since Catapult Entertainment released the XBAND Video Game Modem for the Sega Genesis back in 1994, console gamers have been able to play online against competitors from across North America on systems like the Super NES, Sega Saturn and Sega Dreamcast. Online console gaming is now commonplace, and with broadband Internet access readily available in many areas, players can enjoy a multitude of different online-compatible games across three platforms with minimal latency or "lag" (the delay between the press of a button on your controller—or your opponent's controller—and the corresponding result on the screen). For our inaugural online column, we'll take you through the basics and provide you with a list of each system's online games and features. Find out what's out there, waiting for you...the *Online Gamer*.

## CONNECTION CHOICES



Going online with your PS2, Xbox or GameCube is simple...if you have the right tools. There is a wide variety of setup options for each system—and a variety of ISPs (Internet Service Providers) for you to choose from. Here are the basic types of connections that are available:

### 56K Modem (Dial-Up)

Only a select group of PlayStation 2 and GameCube titles are compatible with a 56K modem connection, which uses a standard phone line to transfer data between your game system and the Internet. You do not need an ISP for games that allow use of dial-up unless they are PS2 games that require an AOL dial-up connection such as *The Sims*, *Bustin' Out*. You can't talk on the phone while using a dial-up connection to play online games unless you have a second phone line installed in your home. This is the least expensive type of connection available for online gaming. Naturally, it's also the slowest. But it's available everywhere, even in remote locations like Vermontville, Michigan.

### Cable

Your local cable TV company may also be an Internet Service Provider, offering a high-speed broadband connection for a monthly charge. Digital cable modems have a high download rate and a decent upload speed (which is important for a smooth connection). However, this connection is shared with other cable customers in your neighborhood, so the data transfer rate may be slowed down significantly if you are in a highly populated area during peak hours (usually 5:00 PM to midnight on weekdays and anytime on the weekend) and your neighbors are busy downloading MP3s and Paris Hilton videos. Note: Some cable providers still provide analog connections if digital service is not available. If you're thinking of getting a cable hook-up for online

gaming, you should contact your cable company first and find out if they provide analog or digital Internet service. Digital cable connections are smoother, faster and can actually be the best type of service to have if you live in a sparsely-populated region...but a shared analog connection will make it very difficult for you to have a smooth gameplay experience.

### DSL

DSL (Digital Subscriber Line) broadband connections are often available through your local phone company for a monthly charge. With a DSL set-up, digital data is transferred through your existing phone line, but you can still make and receive phone calls while playing online. Like cable, a DSL modem will transfer data much faster than a 56K dial-up connection. Although the transfer rates are not as fast as the maximum potential speed of cable modems, DSL can be highly efficient because you're not sharing the connection with dozens of other users. The upload speed is usually sufficient for lag-free online gaming.

### T1 (Trunk Level 1), T3 (Trunk Level 3), OC (Optical Carrier), LAN (Local Area Network)

Unless you are a business or corporation, it is unlikely you have one of these very expensive connections available at home. Most of the online gamers with T1 connections are playing at colleges. I have a T1 connection here at the *Tips & Tricks* offices, and it's incredibly fast in the evenings, after everyone has gone home for the day and the line is not being shared. Unfortunately, during the day my co-workers are sending e-mails and downloading files, which causes a lot of annoying frame-rate hiccups and lag problems when I'm trying to beat down some ED scrubs in *Capcom vs. SNK 2*. When there is no one else using the line, this connection can be pure bliss...but unless you have hundreds of dollars to spend on ISP fees each month, you're better off with cable or DSL.



## XBOX LIVE

Microsoft's Xbox Live is a broadband-only subscription-based service. Many Live-compatible games come with subscription cards that allow you to check out the online features for two months at no charge. The monthly subscription fee is \$5.99, or you can sign up for one year at \$49.99. The subscription entitles you to unlimited online play with any Xbox Live-compatible game during that period, all managed by Microsoft's dedicated Xbox Live servers. Each player can choose one "Gamertag" (user name) and must use the same name when playing all Live-compatible games with that account. The Gamertag can be transferred to another console via an Xbox Memory Unit, and only one Xbox Gamertag is allowed per Memory

Unit. Because Xbox Live is broadband-only and the Gamertag offers centralized use of your account info, you can even play import games with your Gamertag against competitors in other countries, as long as you have the correct hardware. (I have played the import-only *Guitar Hero XX Reload* with my Gamertag in the U.S. by using a Japanese Xbox and a Japanese copy of the game.) While some providers charge fees for downloadable content (like extra songs in *Dance Dance Revolution* or additional multiplayer maps in *MechAssault*), no additional fees are required to play the following games online, with one exception: In addition to the cost of your Xbox Live subscription, *Phantasy Star Online* requires you to purchase a "Hunter's License" for an additional \$8.95 per month (though it's free for the first two months). You cannot play *Phantasy Star Online* without the Hunter's License.



Title	Publisher	Multi-player	Downloadable Content	Scores/boards	Friends List	Voice	Max. Players over Xbox	Max. Players over Match
All-Star Baseball 2004	Acclaim	No	Roster update	No	No	No	N/A	N/A
All-Star Baseball 2005	Acclaim	Yes	Roster update	Yes	Yes	Yes	1	2
Amepid 2	Microsoft	Yes	Extra courses	Yes	Yes	Yes	1	8
Armed and Dangerous	LucasArts	No	Extra missions	No	No	No	N/A	N/A
Auto Modellista	Capcom	Yes	None	Yes	Yes	Yes	1	8
Busta Force	Microsoft	No	Extra maps	No	No	No	N/A	N/A
Burnout 2: Point of Impact—Developer's Cut	Acclaim	No	No	Yes	No	No	N/A	N/A
Cabela's Dangerous Hunts	Activision	No	None	Yes	No	No	N/A	N/A
Cabela's Deer Hunt	Activision	No	None	Yes	No	No	N/A	N/A
Capcom vs. SNK 2: EO	Capcom	Yes	None	Yes	Yes	Yes	1	2
Carve	Global Star	Yes	None	Yes	Yes	Yes	2	8
The Chronicles of Riddick: Escape from Butcher Bay	Vivendi Universal	No	No	No	Yes	No	N/A	N/A
Colin McRae Rally 04	Codemasters	No	None	Yes	No	No	N/A	N/A
Conflict: Desert Storm II—Back to Baghdad	Gotham Games	No	Extra uniforms	No	No	No	N/A	N/A
Corvette	TDK	Yes	None	Yes	Yes	Yes	1	5
Counter-Strike	Microsoft	Yes	Extra maps	Yes	Yes	Yes	1	8
Crimson Sins: High Road to Revenge	Microsoft	Yes	Extra areas	Yes	Yes	Yes	2	16
Dance Dance Revolution Ultimate	Konami	Yes	Extra song sets	Yes	Yes	Yes	1	4
Dead Man's Hand	Atari	Yes	T.B.A.	No	Yes	Yes	1	8
Drive2	Atari	No	Replays uploaded by other players	Yes	Yes	No	N/A	N/A
ESPN Baseball	Sega	Yes	T.B.A.	Yes	Yes	Yes	1	2
ESPN College Hoops	Sega	Yes	Roster and schedule updates	Yes	Yes	Yes	4	8
ESPN NBA Basketball	Sega	Yes	Roster update	Yes	Yes	Yes	4	8
ESPN NFL 2K5	Sega	Yes	Roster update	Yes	Yes	Yes	4	8
ESPN NFL Football	Sega	Yes	Roster update	Yes	Yes	Yes	4	8
ESPN NHL Hockey	Sega	Yes	Roster update	Yes	Yes	Yes	4	8
Ford Racing 2	Gotham Games	No	None	Yes	No	No	N/A	N/A
Ful Spectrum Warrior	THQ	Yes	T.B.A.	No	Yes	Yes	1	2
Godzilla: Destroy All Monsters Melee	Atari	No	Extra levels	No	No	No	N/A	N/A
High Heat Major League Baseball 2004	3DO	No	Roster update	No	No	No	N/A	N/A
Harbor: The Rocking—Redeemer	Vivendi Universal	No	Extra costumes	No	No	No	N/A	N/A
IRRA Drag Racing 2004	Bethesda	No	None	Yes	No	No	N/A	N/A
Indy Car Series 2005	Codemasters	Yes	None	Yes	Yes	Yes	1	12
Inside Fish 2003	Microsoft	Yes	Roster update	Yes	Yes	Yes	1	2
Links 2004	Microsoft	Yes	Extra courses	Yes	Yes	Yes	2	4
Madden NFL 2005	EA Sports	Yes	Roster update	Yes	Yes	Yes	2	4
Magik: The Gathering—Battlegrounds	Atari	Yes	T.B.A.	Yes	Yes	Yes	1	2
MeshAssault	Microsoft	Yes	New mech, maps, game types	Yes	Yes	Yes	2	8
Metal Slug 3	SNK NeoGeo USA	No	None	Yes	No	No	N/A	N/A
Midnight Club II	Racistar	Yes	None	Yes	Yes	Yes	1	8
Midtown Madness 3	Microstar	Yes	Extra stages	Yes	Yes	Yes	1	8
Midway Arcade Treasures	Midway	No	None	Yes	No	No	N/A	N/A
MJL Slugfest: Loaded	Midway	Yes	T.B.A.	Yes	Yes	Yes	1	2
MotoGP 2	THQ	Yes	None	Yes	Yes	Yes	4	16
MotoGP Trial Edition	THQ	Yes	None	Yes	Yes	Yes	4	16
MTX Mototrax	Activision	Yes	None	Yes	Yes	Yes	1	8
MX Superfly	THQ	No	Extra tracks	No	No	No	N/A	N/A
NEA 2K3	Sega	Yes	Roster update	Yes	Yes	Yes	4	8
NEA Inside Drive 2004	Microsoft	Yes	Roster update	Yes	Yes	Yes	4	8
NEA JAM	Acclaim	Yes	Secret teams	No	No	No	N/A	N/A
NCAA College Football 2K3	Sega	Yes	None	Yes	Yes	Yes	4	8
NCAA College Football 2005	EA Sports	Yes	Roster update	Yes	Yes	Yes	2	4
NFL 2K3	Sega	Yes	Roster update	Yes	Yes	Yes	4	8
NFL Fever 2003	Microsoft	Yes	Roster update	Yes	Yes	Yes	4	8
NFL Fever 2004	Microsoft	Yes	Roster update	Yes	Yes	Yes	4	8
NHL 2K3	Sega	Yes	None	Yes	Yes	Yes	4	8
NHL Rivals 2004	Microsoft	Yes	Roster update, new logo	Yes	Yes	Yes	4	8
Ninja Gaiden	Tecmo	No	T.B.A.	Yes	No	No	N/A	N/A
Outlaw Volleyball	Simon & Schuster	Yes	Secret character	Yes	Yes	Yes	4	8
Phantasy Star Online Episode I & II	Sega	Yes	Extra stages	No	Yes	Yes	1	unlimited
Power Drome	Mud Duck	Yes	None	Yes	Yes	Yes	1	4
Prince of Persia: The Sands of Time	Ubisoft	No	None	No	Yes	No	N/A	N/A
Pro Fishing Challenge	Atlas	Yes	T.B.A.	Yes	Yes	Yes	1	8
Project Gotham Racing 2	Microsoft	Yes	T.B.A.	Yes	Yes	Yes	1	16
RailSport Challenge 2	Microsoft	Yes	None	No	No	No	N/A	N/A
Red Dead Revolver	Racistar	No	None	No	Yes	No	N/A	N/A
Return to Castle Wolfenstein: Tides of War	Activision	Yes	Extra missions	Yes	Yes	Yes	1	16
Risen: Zoro	Jaleco	Yes	None	Yes	Yes	Yes	1	8
Ron Like Hell	Interplay	No	New skins and stages	No	No	No	N/A	N/A
Secret Weapons Over Normandy	LucasArts	No	Extra planes and missions	No	No	No	N/A	N/A
Sega GT Online	Sega	Yes	Extra cars, parts and goods	Yes	Yes	Yes	1	12
Shadow Ops: Red Mercury	Atari	Yes	None	No	Yes	Yes	2	8
Soldier of Fortune II: Double Helix	Activision	Yes	Extra maps	No	Yes	Yes	1	12
Star Wars: Jedi Knight—Jedi Academy	LucasArts	Yes	None	No	Yes	Yes	2	9
Star Wars: Knights of the Old Republic	LucasArts	No	New areas	No	No	No	N/A	N/A
Star Wars: The Clone Wars	LucasArts	Yes	Extra maps	Yes	Yes	Yes	1	8
Steel Battalion: Line of Conflict	Capcom	Yes	Extra items, levels	Yes	Yes	Yes	1	10
Strike Force Bowling	Crave	No	None	No	Yes	No	N/A	N/A
SWAT Global Strike Team	Sterns	No	Extra levels	Yes	No	No	N/A	N/A
Tenchu: Return From Darkness	Activision	Yes	None	Yes	Yes	Yes	1	2
Tetris Worlds: Online Edition	THQ	Yes	None	Yes	Yes	Yes	2	4
TOCA Race Driver 2	Codemasters	Yes	None	Yes	Yes	Yes	2	12
Toonin & Earl III	Sega	No	Extra levels and characters	No	No	No	N/A	N/A
Tom Clancy's Ghost Recon	Ubisoft	Yes	None	No	Yes	Yes	4	16



## Xbox Live Games

Title	Publisher	Multi-player	Downloadable Content	Scoreboards	Friends List	Voice	Max Players For Xbox	Max Players For Match
Ten Clancy's Ghost Recon: Island Thunder	Ubisoft	Yes	New maps	No	Yes	Yes	4	16
Ten Clancy's Rainbow Six 3	Ubisoft	Yes	Extra multiplayer maps	No	Yes	Yes	4	16
Ten Clancy's Splinter Cell	Ubisoft	No	Extra levels	No	No	No	N/A	N/A
Ten Clancy's Splinter Cell: Pandora Tomorrow	Ubisoft	Yes	T.E.A.	Yes	Yes	Yes	1	4
Top Spin	Microsoft	Yes	None	Yes	Yes	Yes	2	4
Trivial Pursuit: Unhinged	Atari	Yes	None	No	Yes	Yes	4	6
Unreal Championship	Atari	Yes	New characters/levels	Yes	Yes	Yes	1	16
Unreal II: The Awakening	Atari	Yes	None	Yes	Yes	Yes	1	8
Whacked!	Microsoft	Yes	None	No	Yes	Yes	1	4
World Championship Pool 2004	Jaleco	Yes	None	No	Yes	Yes	1	2
Xbox Music Mixer	Microsoft	No	New songs	No	No	No	N/A	N/A
XIII	Ubisoft	Yes	None	Yes	Yes	Yes	2	8

## Xbox Live Future Releases

Title	Publisher	Release Date	Title	Publisher	Release Date
Advent Rising	Mayco	September	The Lord of the Rings: The Third Age	EA Games	November
Dead or Alive Ultimate	Teacore	September	Midnight Club 3: DUB Edition	Rockstar	November
Gauntlet: Gem X2 Reload	Mayco	September	NCAA March Madness 2005	EA Sports	November
Jaleco	Acclaim	September	Need for Speed Underground 2	EA Games	November
Midway Arcade Treasures 2	Midway	September	Ten Clancy's Ghost Recon 2	Ubisoft	November
MASCAR 2005: Chase for the Cup	EA Sports	September	Conker: Live and Reloaded	EA Sports	December
NHL 2005	EA Sports	September	Forza Motorsport	Microsoft	December
Rapala Pro Fishing	Activision	September	Armada 2: Star Command	Microsoft	T.E.A.
Star Wars: Battlefront	LucasArts	September	Darkest	Sammy Studios	T.E.A.
Street Fighter Anniversary Collection	Capcom	September	Dream	Metre 3D	T.E.A.
SVC Chess: SNK vs. Capcom	SNK Neo Geo USA	September	ESPN MLB 2K5	Sega	T.E.A.
Tiger Woods PGA Tour 2005	EA Sports	September	Fable	Microsoft	T.E.A.
Area 51	Midway	October	Far Cry	Ubisoft	T.E.A.
Black 9	Majesco	October	RunOut	Empire Interactive	T.E.A.
Burnout 3: Takedown	EA Games	October	Iron Phoenix	Sammy Studios	T.E.A.
Call of Duty: Finest Hour	Activision	October	Juke Empire	Microsoft	T.E.A.
Doors II	Activision	October	Kingdom Under Fire: The Crusaders	Microsoft	T.E.A.
ESPN NBA 2K5	Sega	October	MediAssault 2: Lone Wolf	Microsoft	T.E.A.
ESPN NHL 2K5	Sega	October	Men of Valor: Vietnam	Vivendi Universal	T.E.A.
FIFA Soccer 2005	EA Sports	October	Metal Slug 4 & 5	SNK Neo Geo USA	T.E.A.
The King of Fighters 2003 Greatest Hits Collection	SNK Neo Geo USA	October	NFL Street 2	EA Sports	T.E.A.
Mortal Kombat: Deception	Midway	October	Operation Flashpoint	Codemasters	T.E.A.
NBA Live 2005	EA Sports	October	Palin	Dreamcatcher	T.E.A.
Battlefield: Medals of Honor	EA Games	November	Powerdrome	Bethesda	T.E.A.
Dead to Rights II	Manco	November	ThreeSpartans: Future Perfect	EA Games	T.E.A.
ESPN College Hoops 2K5	Sega	November	Ultra Bart-A-More	Jaleco	T.E.A.
GoldenEye: Rogue Agent	EA Games	November	Unreal Championship 2: The Liekeid Conflict	Microsoft	T.E.A.
Halo 2	Microsoft	November	Worms 3D: Special Edition	Acclaim	T.E.A.



## PLAYSTATION 2 ONLINE

To play PS2 games online, you'll need a PS2 Network Adaptor (MSRP: \$39.99). Some earlier games such as *Tony Hawk's Pro Skater 3* and *Madden NFL 2003* were playable online with a USB modem before the Network Adaptor was available, but there's no reason to go that route today, especially since online play may

no longer be supported for such titles. Unlike Xbox Live, there is no centralized subscription service; each individual game may be hosted on a different server. You'll need to choose a different online nickname for each game—and you'll also have to read the online user agreement for each title. The upside is that there's usually no fee. You're also not limited to just broadband; many games support users with dial-up connections.

## PlayStation 2 Online Games

Title	Publisher	Dial-Up Support	Headset Compatible	Max Players For PS2	Max Players Per Match	Monthly Subscription Fee
GO! Everything or Nothing	EA Games	Yes	No	1	2	N/A
Alien Baseball 2005	Acclaim	No	No	1	2	N/A
Amplitude	Sony	Yes	No	2	4	N/A
ATV Offroad Fury 2	Sony	Yes	No	1	4	N/A
Auto Medals	Capcom	No	No	1	8	N/A
Champions of Nations	Sony	No	No	1	4	N/A
Chessmaster	Ubisoft	Yes	No	1	2	N/A
Dear Hunter	Atari	No	No	1	4	N/A
Destruction Derby Arenas	Gathering	No	Yes	2	20	N/A
ESPN College Hoops	Sega	Yes	No	4	8	N/A
ESPN Major League Baseball	Sega	Yes	No	1	2	N/A
ESPN NFL 2K5	Sega	No	Yes	5	10	N/A
ESPN NFL Football	Sega	Yes	No	5	10	N/A
ESPN NBA Basketball	Sega	Yes	No	5	10	N/A
ESPN NHL Hockey	Sega	Yes	No	5	10	N/A
EverQuest Online Adventures	Sony	Yes	No	1	3,000	\$5.99
EverQuest Online Adventures: Frontiers	Sony	Yes	No	1	3,000	\$5.99
FIFA Soccer 2004	EA Sports	Yes	No	1	2	N/A
Fight Night 2004	EA Sports	Yes	No	1	2	N/A
Final Fantasy XI	Sony/Square Enix	Yes	No	1	Unlimited	\$12.95
Hot Shots Golf Force	Sony	No	Yes	1	4	N/A



Title	Publisher	Dial-Up Support	Neednet Compatible	Max Players Per PS2	Max Players Per Match	Monthly Subscription Fee
The Lord of the Rings: The Return of the King	EA Games	No	No	2	4	N/A
Madden NFL 2005	EA Sports	(Online service has been discontinued for this game)	No	4	8	N/A
Madden NFL 2006	EA Sports	No	Yes	5	10	N/A
Midnight Club 2	Rockstar	No	No	1	8	N/A
Model of Honor: Rising Sun	EA Games	No	Yes	1	4	N/A
MLB 2005	SES Sports	Yes	No	1	2	N/A
MLB Slugfest: Loaded	Midway	No	Yes	1	2	N/A
MTX: Mototrax	Activision	Yes	No	2	4	N/A
MVP Baseball 2004	EA Sports	Yes	No	1	2	N/A
My Street	Sony	Yes	No	2	4	N/A
NASCAR Thunder 2004	EA Sports	Yes	No	1	2	N/A
NBA Ballers	Midway	No	Yes	1	2	N/A
NBA 2K3	Sega	Yes	No	5	10	N/A
NBA Live 2004	EA Sports	Yes	No	1	2	N/A
NBA ShootOut 2004	SES Sports	Yes	No	1	2	N/A
NCAA College Basketball 2K3	Sega	Yes	No	5	10	N/A
NCAA Final Four 2004	SES Sports	Yes	No	1	2	N/A
NCAA Football 2004	EA Sports	Yes	No	1	2	N/A
NCAA Football 2005	EA Sports	Yes	Yes	5	10	N/A
NCAA GameBreaker 2004	SES Sports	Yes	No	1	2	N/A
NCAA March Madness 2004	EA Sports	Yes	No	1	2	N/A
Need for Speed Underground	EA Games	No	No	1	4	N/A
NFL 2K3	Sega	No	No	1	4	N/A
NFL Blitz Pro	Midway	No	Yes	1	2	N/A
NFL GameDay 2004	SES Sports	Yes	No	1	2	N/A
NFL Street	EA Sports BIG	Yes	Yes	1	4	N/A
NHL 2004	EA Sports	Yes	No	1	2	N/A
NHL Hits Pro	Midway	No	No	1	1	N/A
Resident Evil: Outbreak	Capcom	No	Yes	1	5	N/A
Risk	Atari	Yes	No	6	6	N/A
Serious Sam: Next Encounter	Global Star	No	Yes	1	8	N/A
The Sims: Hustle Out	EA Games	Yes	No	1	2	N/A
SOCCOM: U.S. Navy SEALs	Sony	No	Yes	1	16	N/A
SOCCOM II: U.S. Navy SEALs	Sony	No	Yes	1	16	N/A
SSX 3	Sony	Yes	No	1	2	N/A
Spyglass Filter: The Omega Strain	Sony	Yes	No	1	4	N/A
Tiger Woods PGA Tour 2004	EA Sports	Yes	No	1	4	N/A
Tom Clancy's Ghost Recon: Jungle Storm	Ubisoft	No	Yes	1	8	N/A
Tom Clancy's Rainbow Six 3	Ubisoft	No	Yes	2	5	N/A
Tom Clancy's Splinter Cell: Pandora Tomorrow	Ubisoft	No	Yes	1	4	N/A
Tony Hawk's Pro Skater 3	Activision	Yes	No	1	4	N/A
Tony Hawk's Pro Skater 4	Activision	Yes	No	1	8	N/A
Tony Hawk's Underground	Activision	Yes	No	1	8	N/A
Trials: Aerial Assault	Siemer	No	No	1	16	N/A
Trivial Pursuit: Unhinged	Atari	No	Yes	6	6	N/A
Twisted Metal: Black—Online	Sony	Yes	No	1	4	N/A
Warhammer 40,000: Fire Warrior	THQ	No	No	1	8	N/A
World Championship Pool 2004	Jaleco	No	No	1	2	N/A
XIII	Ubisoft	No	No	1	6	N/A

## PlayStation 2 Online Future Releases

Title	Publisher	Release Date	Title	Publisher	Release Date
Burnout 3: Takedown	EA Games	September	Call of Duty: Finest Hour	Activision	November
Jaleco	Activision	September	ESPN College Hoops 2K3	Sega	November
NASCAR 2005: Chase for the Cup	EA Sports	September	GoldenEye: Rogue Agent	EA Games	November
NHL IceOut 2005	SES Sports	September	Gren Turismo 4	Sony	November
NHL 2K05	EA Sports	September	The Lord of the Rings: The Third Age	EA Games	November
Star Wars: Battlefront	LucasArts	September	Midnight Club 2: Dub Edition	Rockstar	November
Tiger Woods PGA Tour 2005	EA Sports	September	NCAA March Madness 2005	EA Sports	November
Area 51	Midway	October	Need for Speed Underground 2	EA Games	November
Black 9	Mayco	October	Ratchet & Clank: Up Your Arsenal	Sony	November
ESPN NBA 2K5	Sega	October	Tom Clancy's Ghost Recon 2	Ubisoft	November
ESPN NHL 2K5	Sega	October	Darkwatch	Sony Studios	T.B.A.
FIFA Soccer 2005	EA Sports	October	ESPN MLB 2K5	Sega	T.B.A.
Mortal Kombat: Deception	Midway	October	FlatOut	Empire	T.B.A.
NBA Live 2005	EA Sports	October	NFL Street 2	EA Sports BIG	T.B.A.
Battlefield: Modern Combat	EA Games	November	Resident Evil: Outbreak 2	Capcom	T.B.A.
			TimeSplitters: Future Perfect	EA Games	T.B.A.



## GAMECUBE ONLINE

To take your GameCube online, you'll need one of the two available network adapters: the 56K Modem Adapter or the Broadband Adapter, both available directly from Nintendo for \$34.95 each. The 56K Adapter is for users with a dial-up connection; the Broadband Adapter is for everybody else. There are still only two online GameCube games—Sega's Phantasy

Star Online Episode I & II and PSO Episode III: C.A.R.D. Revolution—but you can use either adapter to play them. A valid ISP is also required (although you can't play either game if America Online is your ISP). Both games require a "Hunter's License" (\$8.95 per month); it grants you access to both games' servers for the same fee. No additional online GameCube games have been announced.



# FINAL FANTASY WORLD

Vol.  
13

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sandy other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this new monthly column is for you!



Square Enix has revealed some more detailed information regarding the battle system in the upcoming *Final Fantasy XII*. These photos illustrate some of the major aspects of battle.

## FINAL FANTASY XII BATTLE SYSTEM

After your party members begin to attack, they will continue to attack automatically each time the yellow bar (Wait Gauge) completely refills.



During a solo battle, it's easy to assign commands.

During a team battle, combat will begin as soon as you issue a command to any member of the party.

Party members stand at varying distances from the targeted enemy, depending on which weapon they are using. Also, if you are playing in Wait Mode instead of Active Mode, the action pauses whenever you open a menu. The player can adjust the viewpoint at any time, even when the game is paused.



The blue lines arcing out from your party members show which enemies they're targeting. The red lines arcing out from the enemy show which party member they are targeting. The Navmap in the upper right corner shows the area and the locations of party members and enemies. In the upper left corner, a battle log keeps track of various battle messages. Players are able to configure the battle log to show only the information they want to see.



In this shot, you can see that Balthier is targeting an enemy.

Now that his Wait Gauge is full, Balthier attacks the targeted enemy.



After the party members begin an attack, they will normally continue to attack the selected target until the enemy is defeated. It is also possible to change targets and input different commands at any time.

The "All Attack" command makes it easy to force the entire party to focus on one enemy.





## FINAL FANTASY VII: ADVENT CHILDREN MORE PHOTOS

For those of you not following along, *Final Fantasy VII: Advent Children* is a new feature film that takes place a couple of years after the end of the immensely popular RPG *Final Fantasy VII*. It's supposedly planned to be released on DVD, but even that tidbit of info hasn't been officially confirmed. Square Enix is notoriously secretive about its pet projects, so there's no new information to reveal as of yet, but we were allowed to peek at several new screens from the upcoming movie.



## Final Fantasy XI Vana'diel Clock

This handy timepiece by Hori (U.S.A.) Inc. is an essential accessory for anyone truly obsessed with *Final Fantasy XI*. The display shows the time, day, date and year for both the real world and the gameworld of Vana'diel, with additional information on Vana'diel's lunar cycle. There are four different timers which can be set as alarms or to use as countdowns to events that you want to keep track of, such as ferry departures, shop hours and the times when your character's powers are regenerated. The four timers include tones that emulate sounds from the environments of the Kingdom of San d'Oria, the Grand Duchy of Jeuno, the Republic of Bastok and the Federation of Windurst. The dock should be on sale this fall for \$44.99.

## FINAL FANTASY FAN

*I just recently picked up another video-game magazine which was totally trashing Final Fantasy VII, to put it nicely. I was PO'd! Unless they are too blind to notice that FFVII was a masterpiece, they also neglected the fact that it is, still to this day, the subject of many heated debates. Also, with Advent Children coming out soon, it looks like an overwhelming demand for more Final Fantasy VII has the other magazine's critics pooping their diapers! The worst thing was that they based their critique solely on graphics. Hey, back then, super-deformed characters looked good. Somebody should seriously Omnitash some sense into those people! Anyway, I would like to hear your opinion about this, and keep up the good work!*

—Russell McAdams  
Bushnell, PA

R.S. Aeris lives!



First off, I want to congratulate you on writing an angry letter that managed not to use any actual swear words, despite some graphic descriptions. I understand how angry you are that another magazine said some negative things about *Final Fantasy VII*, considering how much people love that game. It's still one of my favorites, and I agree it's not fair to judge the game's graphics against today's technology. Sometimes magazines just want to try something creative, and in this case, they took a game made many years ago and judged how it would perform if it were released today, without any technological enhancements. It's like saying that *Super Mario Bros.* would score poorly if released today, because the graphics suck. It's pointless, and there's no need for you to waste any time thinking about it—time that could be better spent playing more *Final Fantasy* games.

Thanks for writing,

—Charlotte

## FINAL WORD

If you have questions, comments or suggestions on what you'd like to see in this column, go ahead and send them to:

*Final Fantasy World*  
c/o *Tips & Tricks Magazine*  
8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211

## TIPS &amp; TRICKS

## COLLECTOR'S CLOSET

by Joe Santulli

## GAMES GONE WILD

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!

Vol. 35

In this section, I'll put a bright light on some collectibles that could prove to be worthwhile investments. My definition of an item's "street value" is the amount you can expect to pay another collector for the game, and I've provided a range to account for the condition of the packaging. The high side would typically represent a new or factory-sealed game.

A recent trend in video-game collecting is the belief that it doesn't have to be old to be collectible. While we've become accustomed to seeing games from the '70s and '80s rise high in value, it is becoming more common for games released in the past five or ten years to hit a high watermark as well. Here are a few that I've been scouting out:

**Dance Dance Revolution: Disney Mix** (PlayStation)

Konami's popular series took a strange turn in 2001 after the series debuted in the U.S. to an initially lukewarm response. Whether it was the success of DDR shortly thereafter or the quirky mix of Disney with a rhythm game, this title originally came and went silently. It's not so silent today: Complete copies of the game typically net \$75-\$90.

**Mega Man X3** (Super NES)

The third in the X series was the last on the Super NES console, and it falls into that curious category of "late releases with popular characters," a formula for potentially sought-after and overpriced games. Like *Final Fantasy III* or *Chrono Trigger* on this system, there were plenty made, it's just that demand is still higher than others in the library. Street price: \$75-\$105 complete.

**Keio Flying Squadron** (Sega CD)

This one still mystifies me, and it hasn't suddenly "gone wild"—I'm simply surprised that it still claims \$75-\$90 and doesn't turn up as often as most other Sega CD games to this day. It was one of the last Sega CD releases; perhaps the game was manufactured in limited quantities.

**Earthbound** (Super NES)

A quirky RPG that seems to have gained popularity over the years. You couldn't miss it on the shelves back in the day; it was packaged in an oversized box that contained the game's strategy guide (with "scratch-'n'-sniff" cards inside). This is probably why the game is pricey in its "complete" form, because the guide is harder to find than the game itself. Street price: \$90-\$120 complete.

**Rhapsody: A Musical Adventure** (PlayStation)

Let me start by saying that every game ever released by Atlus has the potential to become a pricey artifact somewhere down the road. The company's games almost always seem to have limited distribution and go "out of print" sooner than you'd expect. This particular title has the added distinction of being often laughed at for its offbeat, operatic musical style. Laugh all you want, but sellers are laughing all the way to the bank! Street price: \$60-\$85 complete.

**Valkyrie Profile** (PlayStation)

Enix falls just a notch below Atlus in the "role-playing games that are later rare" department, though a lot more players have been checking out the company's back catalog since it merged with Square. Because of this, you may find yourself paying more than you'd expect for Enix RPGs—especially *Valkyrie Profile*, an unusual title set in the trappings of Norse mythology. Street price: \$65-\$80 complete.



## ROOM OF DOOM



Behold the room of Dave Halcomb of Downey, California, and one of the largest NES collections I've ever seen. Dave collects for every system, but he calls the NES his "pride and joy." Most of his 689 different NES games are complete with boxes and instruction manuals, and all were found at swap meets and thrift stores. His biggest score: the day he walked out of a thrift store with three copies of the hard-to-find *Stack-Up*—all complete with the plastic *Robotic Operating Buddy* accessories—at \$5 each!

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 800, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.





# COLLECTING...SEGA PICO?



It is my duty to annoy the video-game collecting underground by notifying you of games and systems that you may not have known about or previously considered collecting. I also know that collecting games for systems with small libraries is rewarding for a number of reasons, primarily because you have a chance to actually complete said library. Together, these two

facts lead us down a path that

you may not have previously considered:

collecting for Sega's least-known U.S. game console, the Pico.

The Pico was released here in 1994, a year of total chaos in the game industry, particularly if you were a consumer. The Genesis and Super NES were still selling well, 3DO and Jaguar were the new upstarts and Sega added to the confusion with its own Sega CD and 32X peripherals. Though the Pico was squarely aimed at young gamers, it was quickly lost in the shuffle in most retail outlets.

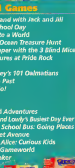
It's a shame, too, because the Pico games are far better than most kids' games on other systems. This console is built with youth in mind: bright colors, sturdy design, large buttons...and it even uses a stylus, predating the Nintendo DS by ten years! The stylus concept is part of the unique look of the Pico, which resembles a laptop computer. The "screen" of this computer is actually one of the Pico's oversized cartridges, each of which contains not only the game chip but also a sturdy storybook. Using the stylus on the storybook brings up menus or makes selections on the "real" screen, which is your TV set.

Every game features a popular licensed character (such as Winnie the Pooh, the Lion King, Pocahontas and Mickey Mouse) or well-known storybook characters like Jack and Jill and the three blind mice. There are even three games with Sega's own characters: Sonic, Tails and Ecco the Dolphin. Considering the licensing expenses, Sega clearly intended the Pico to be much more high-profile system than it turned out to be. And though today's kill-crazy games would undoubtedly roll their eyes at the semi-educational software, you've gotta admit it that it was a noble effort—which makes it worth collecting in my eyes.

The real challenge for collectors is finding the games in good condition. Consider the target audience: If they're like my young nephews and nieces, they're not going to treat these games like collectibles. With regard to scarcity, only the *3 Blind Mice* and *Jack and Jill* games should pose any problem in your hunt. Finally, note that *Musical Zoo* was the only U.S. title that came with a custom keyboard overlay, so be sure you've got that to complete your collection.

## U.S. Released Games

*Adventures in Letter Land with Jack and Jill*  
*Berenstein Bears' A School Day*  
*Crayola Crayons: Create a World*  
*Ecco Jr. and the Great Ocean Treasure Hunt*  
*The Great Counting Caper with the 3 Blind Mice*  
*The Lion King: Adventures at Pride Rock*  
*Magic Crayons*  
*Math Antics with Disney's 101 Dalmatians*  
*Mickey's Blast into the Past*  
*The Muppets on the Go!*  
*Musical Zoo*  
*Pepe's Puzzles*  
*Pocahontas: Ravenous d. Adventures*  
*Richard Scary's Howle and Lovable's Busiest Day Ever*  
*Schoolhouse This Magic School Bus: Going Places*  
*Sesame Street Alphabet Avance*  
*Smart Alex and Smart Alex: Curious Kids*  
*Sonic the Hedgehog's Gameworks*  
*Tails and the Music Maker*  
*A Year at Pooh Corner*



# PlayStation Party Game Collection

Multipayer gaming has thankfully become a standard in this era of gaming, but it was not always this way. On the original PlayStation, gamers had to search high and low to find quality four-player games. Well, I've done some of the searching for you, and would like to present a mini-collection of perfect party games. Grab your PlayStation, a multi-tap and four controllers and get ready for a real party! Who needs girls and booze? (Well, besides me, I mean.)



## Bomberman: Party Edition

One of the best versions of the best party game ever, *Bomberman: Party Edition* offers a deep single-player mode...which hardly anyone plays, because it's all about Battle Mode and its highly customizable options. Blowing each other up with bombs; that's what brings friends together. You can play all night and still not see

all of the game's features.

## Crash Team Racing

PlayStation mascot Crash Bandicoot had previously seen most of his action in 3-D platforms, but here, *Crash and friends* (and enemies) take to the wild courses of kart racing. The game has all of the trappings of Nintendo's classic *Mario Kart 64* and does a great job of making this genre fun on the PS one.



## Micro Machines V3

If you enjoy racing with friends but kart racing isn't your thing, the *Micro Machines* series is sure to please. This series, which began way back on the NES, hasn't changed much over the years—which means it is STILL a great pick-up-and-play title. You've got cars, tanks, motorbikes and more, all miniaturized on fun courses.

## Micro Maniacs Racing

From the same team behind the *Micro Machines* series comes an interesting twist: This time, your miniatures are people and the game is a footrace! The tracks in this game are totally devious. And though the game mechanics are similar to the familiar *Micro Machines* games, the experience is completely different.



## Poy Poy

This is the only PS one game that has been played as much as *Bomberman* at parties in my home. Four characters square off in a comical, no-holds-barred melee. Your methods of attack typically include hitting opponents with hurled objects, which can include logs, rocks and explosives. Characters also have special moves and the

whole atmosphere is cartoony and totally frantic.

## Sled Storm

OK, so half of this list involves racing...but each title listed here has its own appeal at parties. The great thing about this snowmobile racing game is the four-player split-screen action (which is quite unusual for PlayStation games); I also love the shortcuts and trick moves. One of the best racers on the PlayStation; it holds up well even with four players going at it.



## Team Buddies

Let's add a little strategy to the mix with this colorful, somewhat simplified Command & Conquer-style game. Up to four players square off in various objectives, building weapons of mass destruction with the aid of air support that continually drops goodies onto the battlefield. The game LOOKS like it's for kids, but trust me: It's not. You'll find out just how warlike your friends can really be!

## WWF Smackdown 2: Know Your Role

Both of the PlayStation's Smackdown wrestling games are suitable at parties, but this sequel adds some backstage areas and—most importantly—lets each player create his or her own distinctive wrestler, which is something that truly puts your party into the game.





Greetings, sports fans, and welcome to the **TIPS & TRICKS** sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

## TIPS &amp; TRICKS

## SPORTS DESK

by Jason Wilson

Vol. 47



## MLB Slugfest: Loaded

## Unlock Fantasy Teams and Stadiums

At the main menu, hold  $\square$  +  $\triangle$  and press the R1 button. (On the Xbox, hold X + Y and press the Right Trigger.)

You'll hear a signal to confirm the code. Now all of the fantasy teams and stadiums have been unlocked.



Enter the code at the main menu.



All of the secret teams and stadiums will be unlocked.

## "Vs." Screen Codes

Enter any of the following codes at the "vs." screen that appears just before the game loads. The numbers represent the number of times you must press the  $\square$ ,  $\triangle$ , and  $\circ$  buttons followed by a direction on the D-pad. For example, to enter the "Tennis Ball" code (2-4-2-Up), press  $\square$  twice,  $\triangle$  four times and  $\circ$  twice, then press Up on the D-pad. (On the Xbox, use the X, Y and B buttons instead. So in the above example, Xbox owners would press X twice, Y four times and B twice, then press Up.) You'll hear a special sound effect to confirm each code.

4-4-4-Down—Unlimited Turbo

3-0-0-Left—Max. Batting

0-3-0-Left—Max. Power

0-0-3-Left—Max. Speed

1-2-3-Left—Extra time after plays

2-4-2-Up—Tennis ball

2-4-2-Down—16" softball

2-0-0-Right—Big head

2-0-0-Left—Tiny head



Enter the codes at the "vs." screen.



You'll see the effects when the game starts.



## Rallispport Challenge 2

## Cheat Codes

Select "Options" from the main menu, then choose "Credits" and enter any of the following codes while the credits are rolling. You'll hear a sound effect to confirm each time you enter a code correctly.

- Code  $\oplus$ —Down, Left, Down, Right, Up
- Code  $\ominus$ —Left, Left, Down, Down, Right, Right
- Code  $\oplus$ —Down, Down, Left, Left, Up, Down
- Code  $\ominus$ —Right, Down, Right, Down, Left, Up
- Code  $\oplus$ —Left, Left, Right, Right, Down, Left
- Code  $\ominus$ —Right, Up, Up, Up, Down, Left
- Code  $\oplus$ —Left, Left, Left, Up, Up, Right
- Code  $\ominus$ —Right, Up, Left, Up, Down, Right
- Code  $\oplus$ —Down, Up, Down, Left, Left, Down
- Code  $\ominus$ —Up, Up, Down, Down, Left, Right

Each of these codes unlocks certain vehicles and/or tracks for use in Time Attack, Single Race, Multiplayer or Xbox Live mode. Note that the unlocked items will not be accounted for in your "Unlocks" list at the Options menu. Also note that all of the items you unlock this way will be locked again if you enter Career mode from the main menu. The following list will show you which vehicles and tracks are unlocked by each code:

Unlockable Item	Code(s) to Unlock
<b>Vehicles</b>	
Rally1/Mitsubishi Lancer Evolution VIII	$\oplus$ $\oplus$ $\oplus$
Rally1/Seat Cordoba Evo 3	$\oplus$ $\oplus$ $\oplus$
Rally2/Ford Focus Air Force Reserve	$\oplus$ $\oplus$ $\oplus$
Rally2/Subaru Impreza WRX	$\oplus$ $\oplus$ $\oplus$
Rally2/Peugeot 206	$\oplus$ $\oplus$ $\oplus$
Rally2/Citroen Xsara T4	$\oplus$ $\oplus$ $\oplus$
Group81/Benetton RS Turbo	$\oplus$ $\oplus$ $\oplus$
Group81/MG Metro 6R4	$\oplus$ $\oplus$ $\oplus$
Group81/Toyota Celica Twincam Turbo	$\oplus$ $\oplus$ $\oplus$
Group81/Lancia 037 Rally	$\oplus$ $\oplus$ $\oplus$
Group82/Ford RS200	$\oplus$ $\oplus$ $\oplus$
Group82/Peugeot 205 T16	$\oplus$ $\oplus$ $\oplus$
Group82/Lancia Delta S4	$\oplus$ $\oplus$ $\oplus$
Group82/Audi Sport Quattro S1	$\oplus$ $\oplus$ $\oplus$
IceRacing1/Peugeot 306 Maxi	$\oplus$ $\oplus$ $\oplus$
IceRacing1/Volkswagen Beetle RSi	$\oplus$ $\oplus$ $\oplus$
IceRacing2/BMW 318ti Compact	$\oplus$ $\oplus$ $\oplus$
IceRacing2/Ford Puma Evolution 4WD	$\oplus$ $\oplus$ $\oplus$
IceRacing2/Nissan Micra V6	$\oplus$ $\oplus$ $\oplus$
IceRacing2/Opel Astra V6	$\oplus$ $\oplus$ $\oplus$
RallyCross1/Ford RS200 Evo	$\oplus$ $\oplus$ $\oplus$
RallyCross1/Volvo 240 Turbo	$\oplus$ $\oplus$ $\oplus$
RallyCross2/Opel Astra T16	$\oplus$ $\oplus$ $\oplus$
RallyCross2/Citroen Xsara T16	$\oplus$ $\oplus$ $\oplus$
RallyCross2/Volvo S40 EVO	$\oplus$ $\oplus$ $\oplus$
RallyCross2/Saab 9-3 Turbo 16	$\oplus$ $\oplus$ $\oplus$
HillClimb1/Subaru Impreza 22B STi	$\oplus$ $\oplus$ $\oplus$
HillClimb1/Audi Quattro S1 Pikes Peak	$\oplus$ $\oplus$ $\oplus$
HillClimb2/Suzuki Grand Vitara	$\oplus$ $\oplus$ $\oplus$
HillClimb2/Toyota Pikes Peak Tacoma	$\oplus$ $\oplus$ $\oplus$

## Rallispport Challenge 2

Unlockable Item	Code(s) to Unlock
HillClimb2/Saab 9-3 Viggen	0000
HillClimb2/Toyota Pikes Peak Celica	0000
<b>Rallycross Tracks</b>	
USA/Troll Alley	0000
USA/The Pool	0000
USA/Arbor Hill	0000
Great Britain/Twist'd	0000
Great Britain/Corkscrow	0000
Great Britain/Mud Bog	0000
<b>Crossover Tracks</b>	
Australia/Viper	0000
Australia/Addur	0000
Australia/Taipan	0000
Monte Carlo/Courbe	0000
Monte Carlo/Aeze	0000
Monte Carlo/Plage	0000
<b>Rally Tracks</b>	
Australia/SS4—Lower Parkton	0000
Australia/SS5—Macke's	0000
Australia/SS6—Rosa's Farm	0000
Australia/SS7—Cooper Hill II	0000
Australia/SS8—Central Blakely	0000
Australia/SS9—Upper Blakely	0000
Australia/SS10—Blakely Long	0000
Australia/SS11—Richland I	0000
Australia/SS12—Richland II	0000
Great Britain/SS4—Millington 1	0000
Great Britain/SS5—Millington 2	0000
Great Britain/SS6—Northwest 1	0000
Great Britain/SS7—Northwest 2	0000
Great Britain/SS8—Ashford Keep 3	0000
Great Britain/SS9—Millington 3	0000
Great Britain/SS10—Wkhm Field	0000
Great Britain/SS11—Wiltshire 1	0000
Great Britain/SS12—Wiltshire 2	0000
Monte Carlo/SS4—Grand Rocher I	0000
Monte Carlo/SS5—Les Sept Niegies I	0000
Monte Carlo/SS6—Les Sept Niegies II	0000

Unlockable Item	Code(s) to Unlock
Monte Carlo/SS7—Les Sept Niegies III	0000
Monte Carlo/SS8—Grand Rocher II	0000
Monte Carlo/SS9—Cour-de-Reine	0000
Monte Carlo/SS10—MontPiere	0000
Monte Carlo/SS11—Clamont II	0000
Monte Carlo/SS12—Bellewue	0000
Sweden/SS4—Hudan	0000
Sweden/SS5—Algotmet	0000
Sweden/SS6—Liljymyn	0000
Sweden/SS7—Berga	0000
Sweden/SS8—Lugnet	0000
Sweden/SS9—Sikajon	0000
Sweden/SS10—Hoberg	0000
Sweden/SS11—Malmön	0000
Sweden/SS12—Skälby	0000
<b>Hill Climb Tracks</b>	
USA/Mesa Roja Summit	0000
USA/Mesa Roja Ascent	0000
USA/Sidewinder Summit	0000
USA/Sidewinder Base	0000
USA/Sidewinder Descent	0000
Argentina/Cumbre Montegranito	0000
Argentina/Subida Montegranito	0000
Argentina/Cumbre Codo de Diablo	0000
Argentina/Base Codo de Diablo	0000
Argentina/Bajada Codo de Diablo	0000
Canada/Jackknife Summit	0000
Canada/Jackknife Ascent	0000
Canada/Grizzly Summit	0000
Canada/Grizzly Base	0000
Canada/Grizzly Descent	0000
<b>Ice Racing Tracks</b>	
Canada/The Wall	0000
Canada/Pines	0000
Canada/The Bend	0000
Sweden/Torsberg—Järven	0000
Sweden/Torsberg—Björnen	0000
Sweden/Torsberg—Räven	0000



## NCAA Football 2005

### Pennant Codes

Choose "My NCAA" from the main menu, then select "Pennant Collection" and press R3 (Right Thumbstick on the Xbox, Z + A on the GameCube). A text entry window will appear where you can enter any of the following codes. Any unlocked teams will then be available for use in "Play Now" mode.

Code	Pennant Unlocked
Thanks	"1st & 15" cheat
For	"Blink" cheat
Registering	"Boling" cheat
With Ea	"Butter Fingers" cheat
Tiburon	"Crossed the Line" cheat
Ea Sports	"Cuffed" cheat
Hike	"Jumbalaya" cheat
Home Field	"Molasses" cheat
Elite 11	"QB Dud" cheat
Ncaa	"Stuffed" cheat
Football	"Take Your Time" cheat
2005	"Thread the Needle" cheat
Blitz	"What a Hit" cheat
Sic Em	Baylor ratings boost
Oskee Wow	Illinois ratings boost
Fight	Texas Tech ratings boost
Fumble	2003 All-Americans team
Roll Tide	All-Alabama team
Woopgoose	All-Arkansas team
War Eagle	All-Auburn team
Death Valley	All-Clemson team
Gloxy	All-Colorado team

Code	Pennant Unlocked
Greet To Be	All-Florida team
Uprising	All-FSU team
Hunker Down	All-Georgia team
On Iowa	All-Iowa team
Victory	All-Kansas State team
Geaux Tigers	All-LSU team
Raising Cane	All-Miami team
Go Blue	All-Michigan team
Hail State	All-Mississippi State team
Go Big Red	All-Nebraska team
Rah Rah	All-North Carolina team
Golden Dome	All-Notre Dame team
Killer Nuts	All-Ohio State team
Boomer	All-Oklahoma team
Go Pokes	All-Oklahoma State team
Quack Attack	All-Oregon team
We Are	All-Penn State team
Lets Go Pitt	All-Pittsburgh team
Boiler Up	All-Purdue team
Orange Crush	All-Syracuse team
Big Orange	All-Tennessee team
Hook Em	All-Texas team

Code	Pennant Unlocked
Gig Em	All-Texas A&M team
Mighty	All-UCLA team
Fight On	All-USC team
Wahoos	All-Virginia team
Tech Triumph	All-Virginia Tech team
Bow Down	All-Washington team
U Rah Rah	All-Wisconsin team
Bear Down	Ariz mascot team
Rambollwreck	GT mascot team
Red And Gold	ISU mascot team
Rock Chalk	KU mascot team
On On Uk	UK mascot team
Go Green	MSU mascot team
Rah Rah Rah	Minn mascot team
Mizzou Rah	Mizzou mascot team
Go Pack	NCSU mascot team
Go Cats	NU mascot team
Hotty Totty	Miss mascot team
Go Carolina	S Car mascot team
Go Deacs	Wake mascot team
All Hail	WSU mascot team
Hail Ww	WVU mascot team

by Anatole Brown

Vol.  
80

# 日本 JAPAN REPORT!

## Donkey Kong SP



Only 1,000 people in Japan will be getting this rare Donkey Kong Color Edition Game Boy Advance SP. The yellow and brown banana color scheme with the simple "DK" logo makes this an instant object of desire for any Nintendo fan! As part of the Nintendo's Donkey Kong Summer campaign, customers who bought both Donkey Kong 2 for the GameCube and Donkey Kong Country 2 for the GBA got a chance to win the limited edition GBA SP by sending in proof of purchase for both games. The campaign ends on August 31st, so auction hunters should start looking for these rare GBA SPs to start appearing online right about now!

## Mario Controller

This is one of the coolest items we've ever seen from Club Nintendo in Japan: the GameCube Mario Controller! Club Nintendo members need to collect 500 points by purchasing various Nintendo games to score this limited edition GameCube controller. The controller is red in the front and blue in the back and has Mario's "M" symbol fixed in the center. The box for the controller is also done in the Mario style with red colors and a blue denim pattern representing Mario's overalls. When will Nintendo start rewarding its loyal American customers with prizes like this?



## Advance Gashapon

Advance Gashapon machines have started to appear in some convenience stores in Japan where GBA owners can purchase new anime videos for their Advance Movie player. The Advance Movie player from am3 is a special device that plays movies on the GBA, much like the GBA Video cartridges here in the U.S.



The Japanese device, however, uses Smart Media cards so users can swap out different movie cards. With the new Advance Gashapon machines, users can now use re-writable Smart Media cards to replace old movies with new ones. A blank card costs 1,980 yen (about \$18) and can store up to 32 MB of memory which allows for up to 24 minutes of anime. It costs 300 yen per movie (about \$2.75). Currently, Pokémon episodes have become available for purchase. The company am3 also plans to have machines that will dispense other contents for the GBA Smart Card device, like digital comic books, music, pictures and even navigation maps.



## Import Spotlight

### Koufukusousakan

Koufukusousakan (for Happiness Operator) has been out for the PlayStation 2 in Japan since April, but people are still fascinated by its bizarre gameplay premise. Published by Sony Computer Entertainment of Japan, Koufukusousakan takes place in the near future when the people of Japan have become increasingly unhappy with their lives. A new machine called Clover is invented that keeps people happy "even when sleeping." One day, however, a technical malfunction traps the psychics of 100 people inside the Clover machine. What's even more troublesome is that the Clover machine is only meant to hold 100 people, but the machine shows 101 individuals in its database. As the main operator of the Clover machine, your task is to bring happiness back into each of the characters' lives. The gameplay is rather simple and only uses the O button of the PS2 controller. In fact, most of the game is pretty voyeuristic; the player merely observes the ups and downs of a character's day. Each full day lasts 20 minutes in the game, and your job is to manage all of the good and bad feelings that arise during an entire day's drama. Good feelings are represented by hearts, while bad feelings are shown as skulls. As the operator, you have to catch the good vibes and distribute them to other characters while trying to balance out the bad feelings. Bad feelings cannot be completely eliminated, since the world has equal parts of both good and bad.

幸福操作官



The goal is to have all 100 individuals with at least 80% happiness in their lives. The game has plenty of humor, but also has some very tragic stories. For example, some characters are very easy to please—maybe they just want a girlfriend—while others are truly in desperate situations, like not being able to feed their family because of poverty. As you play the game, it becomes clear that 101st entity is a ghost in the machine. Occasionally, the spirit will throw you into mini-games where the happiness of a character is at stake. Koufukusousakan is not exactly a challenging game and the graphics aren't anything to get excited about, but the philosophical overtones and real human themes makes this a very unusual game in Japan's PlayStation 2 library.



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## Namco's Rehab Machines

Like many companies in Japan, video-game publishers are involved in other business ventures that are not as widely recognized as their main "bread and butter." Nintendo, for example, manufactures traditional Japanese games like Go and Shogi, while Konami runs one of the largest fitness club



chains in Japan. But even some of the most hardcore Japanese gamers are not aware of Namco's line of physical rehabilitation arcade games, called Rehabili-Tainment (RT) Machines. The machines are based on some of Namco's popular arcade games like *Taiko No Tatsujin* and *Wani Wani Panic*, but they have been scaled

down to suit senior citizens and disabled people. Many of the machines have been lowered for wheelchair access, but the

family-friendly games can be played and enjoyed by both younger and older gamers together. *Wani Wani Panic* RT's whack-a-mole-style gameplay seems to be the most popular



Rehabili-Tainment Machine between grandparents and grandchildren. Other RT machines include, *Sweet Land 4 RT*, *Gate Ball Club RT* and *Anken RT*. Many of these machines are found in retirement homes and rehabilitation clinics. Namco also makes more serious tools that aid disabled patients in communication—like the Talking Aid, a typing interface computer console. This is all part of Namco's larger, over-arching philosophy that games are meant to

be enjoyed by all walks of life and that it is a game company's responsibility to make games accessible to everyone.

## Pokémon Emerald

Just when you thought there couldn't possibly be another color left for Pokémon titles, Nintendo announces Pokémon Emerald for the Game Boy Advance, scheduled to hit Japanese stores in September. Pokémon Emerald will be the third title associated with Pokémon Ruby and Sapphire. The featured Pokémon appearing on the box art will be Rayquaza (Pokémon No. 200). Details about the game are still a little vague at this time, but the game is said to have several new features. New battle arenas called Battle Frontiers will be available; they let you participate in different tournaments with specific rules. Also new is a brief animation where the Pokémon taunt each other just before they engage in battle. Team Magma and Team Aqua from Ruby and Sapphire will appear together in the game as your chief rivals. Pokémon Emerald will also support the new GBA Wireless Adapter. There's no word yet on when Pokémon Emerald will hit the U.S., but we'll be sure to keep you posted!



## FAMICOM MINI VOL. 3

In response to the huge popularity of the Famicom Mini series (Classic NES Series in the U.S.) for the Game Boy Advance in Japan, Nintendo wasted no time in releasing the third group of games in its series: Famicom Mini Vol. 3: Disc System Selection. The Famicom Disc System may be unfamiliar to many people here in the U.S., since it was never officially released here. The Disc System was released as an attachment to the Famicom and played games that came on rewritable discs. Some of the Famicom Disc System titles were actually released in the U.S. as regular NES cartridges like *Metroid*, *Kid Icarus* and *Zelda II: The Adventure of Link*, to name a few. The Disc System Selection includes *Super Mario Brothers 2*, *Nazo No Muraumejo*, *Metroid*, *Hikari Shinwa: Purthens*



no Kagami (*Kid Icarus*), *Link No Bouken* (*Zelda II: The Adventure of Link*), *Shin Onigashima: Zengohen*, *Famicom Tantei Club: Kieta Koukeshi—Zengohen*, *Famicom Tantei Club Part II: Ushiro Ni Tatsu Shoujo—Zengohen*, *Akumajo Dracula (Castlevania)*

and *SD Gundam World: Gachapon Senshi Scramble Wars*. Like Volume 1 and 2, the games in Volume 3 come in retro-style packaging but this series mimics the original yellow Disc System games. Each game costs 2,000 yen (about \$18). Although we're not sure if these games will make it to the U.S., we have yet to hear about Nintendo's U.S. plans for the second series of Classic NES titles. Hopefully the series will keep going!

## NARUTO ORANGE SP

At first glance, this orange GBA SP may look like a Sega Dreamcast model, but it's actually a special Naruto Orange GBA SP. The Naruto GBA SP model is being sold together as a special set with Bandai's *Naruto RPG: Uketogareishi Hi No Ichi* for the

Game Boy Advance for \$17,540 yen (about \$164). The spiral bird logo is the same "uzumaki" mark found on Naruto's headband. The Naruto anime has a huge following in Japan, but still has yet to air here in the U.S. Judging by the popularity of the *Naruto* comics in the English language version of *Shonen Jump*, it shouldn't be too long before we see someone pick up *Naruto* for the American audience.



## Pearl White PS2

Sony recently released a special edition "Summer Season" exclusive color for the PS2. The new Pearl White PS2 has a shinier surface than the Ceramic White PS2 which was released earlier in the spring. For 20,790 yen (about \$193), the system comes with a Pearl White Dual Shock 2 Controller and the necessary cables. A Pearl White stand and extra controller are also available for purchase separately. Special fall and winter PS2 colors are also being planned for this year.

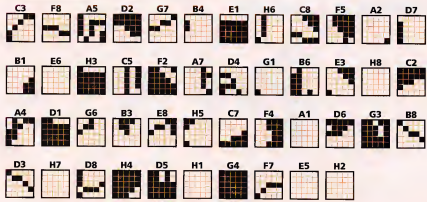
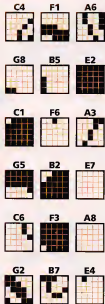
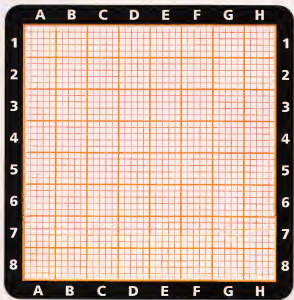




# TIPS & TRICKS

Grab a pencil and get ready to unlock the secret images in our monthly feature: *Tips & Tricks Pencil Puzzles*. Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are. Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery....

## Pencil Puzzles



# Directions

## STEP 1



Pick one of the squares and examine its coordinates

## STEP 2



Find the spot on the large grid with these coordinates

## STEP 3

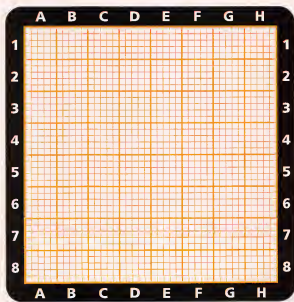


Fill in the squares on the grid the same way

## STEP 4



Repeat the process until the secret picture is revealed













































## GAME BOY ADVANCE TIPS

Down, you'll hear a faint and





Codes to use with  
**Action Replay Max**  
Game Enhancer (PlayStation 2)  
and Action Replay  
Game Enhancer (GameCube)

## PlayStation 2

### Spider-Man 2

0X2Y-84RG-N3W4D + GA64-75RW-53K25—[M] Must be on  
J820-5153-A2ZHNN + 88GX-DDJV-6HE72—Infinite health  
PDUIY-5N2Z-ERRJD + 1QWH-VN8H-7GFX0—Max. health  
Z8RH1-1WV-K54HH + N2HU-Q21C-D23XU—No cars  
N14E-Y4A6-NH2E3 + N2HU-Q21C-D23XU + 7E9W-YT60-RRCAR—  
"28 Days Later" mode  
G293-72QV-5X9GD + 2U60-11JA-CW27G + R10U-MGXK-  
V82WH—Press R1 + L2 to turn Challenge timer on  
DHCE-2P16-QVNH4 + REDY-J4UY-3MVKW + NFF0-W747-TUJ5T—  
Press R2 + L2 to turn Challenge timer off  
QMMU-68GY-8H58H + 2U60-11JA-CW27G + VF6V-5D1W-JEYGT—  
Press R1 + L2 to turn Mission timer on  
6EQ6-7F53-RAVH7 + REDY-J4UY-3MVKW + YV74-B80G-3MPON—  
Press R2 + L2 to turn Mission timer off  
FUD3-7E5N-9DYUX + Y7WU-6N5F-1QKQV—Time of day: mid-  
night  
N81W-0KUA-KM4X6 + 7PKF-5T84-IMGA5—Time of day: dawn  
2MKM-H0MP-0XPD4 + 5H02-8522-TFJN1—Time of day: noon  
REMW-QNJD-9PMXZ + QV6A-9671-C5XTV—Time of day: sunset  
UKG3-QD2F-C2GNH + 090K-J3MH-PSM45—Time of day: dusk

### Way of the Samurai 2

3K9H-V281-RRH7U + 55N1-1ECV-C8A92—[M] Must be on  
DHKH-WJ8X-QP1W1 + A744-CY2W-72WY1—All heads/costumes  
NRRU-H8B2-TH3QD + 4QW4-H1PU-JRN1Y—All difficulty levels  
YNNR-RX84-NK9CZ + F09T-EDX5-55H53 + 9UDW-4KHF-UQW84—  
All items in Item Box  
FY6D-T1UJ-Y5FWA + E9W7-5F9Y-UD4Z8 + Y4X0-WDEB-C533E—  
Infinite items in Item Box  
CW9D-4K3A-97H3K + CARR-9Y77-207G9 + QHTM-QFQD-81YD4 +  
F36K-HX7A-E2G3G + AQUS-2U4S-99K99 + FRKW-QLT0-GTF7W +  
TFUW-3PCW-GEFDF + 8HUN-M21C-8UKAD +  
TGWG-9W46-JAUQ2—All decorative items

## GameCube

### Spider-Man 2

8ZAY-F9QT-PGPV6 + QTZW-P8F3-QA2E2—[M] Must be on  
1J06-P261-8DX3Y + N0R8-Q5J1-HR5AC—Infinite health  
MC57-CTBD-Y96K6 + 7UHM-MT8P-TR5J6 + ETRA-2UQU-5FGUF—  
Infinite Hero Meter  
4V8N-72Y1-C3A8W + RPKD-VYF7-7G2VC—Score once for max.  
Hero Points  
ET7E-D1NY-X5049 + FW9A-A840-NW46Y + 262A-JUJ2-BUHY2—  
Press Z for super jump  
T6MA-AQV6-ECHF1 + XV83-WJ2J-H7B25—Infinite time in timed  
missions

### Mega Man Anniversary Collection

Mega Man II codes:  
00X1-CDZY-Y05PH + 0F99-91CM-H8B76—[M] Must be on  
Q4DE-65KD-VMMH2 + D1UY-5838-38NU4 + 00E6-13ZY-GRFTC—  
Infinite health  
63QY-5MHY-W1N9P + PKMM-4J5A-F1HMT—Invincible  
P8DG-AAQA-G7291 + X3JG-8UBV-WAY3D—Infinite lives  
F325-WD88-WCMZT + D8D8-1MFV-JNMJ3—Infinite Energy Tanks  
8PXC-9UJ6-WGKD7 + ZDKF-5JX8-K99M2 + FECH-JNY4-X05VW—  
Press X to empty boss health  
4F6N-W7F8-5GGYE + VR33-3A38-55256 + 6EQK-AMUW-8XY89—  
Super jump  
9DEB-RWFW-X3GN7 + H4J5-1UYK-U4XTG + YUOX-YQ6A-YJFCD—  
Hold D-pad Up to float  
KUJ7-4KQ4-XMT8H + Z5AM-32R0-PXX94—Start at Dr. Wily with all  
weapons  
TQPC-UEPW-C2VU4 + UU1Q-68HU-4V7JH + DFDF-K3KD-3P0H6 +  
45FY-29VA-RQ5C0 + WAVE-8VX2-G24QQ—Infinite ammo for all  
weapons



Codes to use with  
**GameShark 2 Video Game**  
Enhancers (Version 3 or 4 only)

## PlayStation 2

### McFarlane's Evil Prophecy

949481A6-8D68BCE—[M] Must be on  
14891E2C-3C84D118—Infinite health: Logan Blackheart  
14C01C6C-1E84D358—Infinite health: Delphine De Soras  
1483996C-3C84C158—Infinite health: Sundano  
14C0882C-1E34D158—Infinite health: Dr. Hans Jaeger  
14891E2D-3C84D128—Max. health: Logan Blackheart  
14C01C6D-1E84D368—Max. health: Delphine De Soras  
1483996D-3C84C168—Max. health: Sundano  
14C0882D-1E34D168—Max. health: Dr. Hans Jaeger

### Ribbit King

94D132F6-93EE4CA2—[M] Must be on  
D4008877-8D8C4842 + 2455137E-88E0C6DE—Press L2 for 99,999  
score  
D4008877-8D8C4842 + 24D01368-34F0C7DC—Press L1 to reset  
score  
D4008877-8D8C4842 + 2455137E-88E0C6DE—Press L2 for oppo-  
nent's score  
D4008877-8D8C4842 + 24903168-34F0C7DC—Press R1 to reset  
opponent's score  
24635A86-FA5DC0E—Infinite Cs

### Showdown: Legends of Wrestling

948098EB-9F2CE68C—[M] Must be on  
24C01228-9C34575C—Player 1: infinite health  
D4D21228-5434575C + 24501228-1434575C—Player 1: one-hit KO  
24C01028-9C34577C—Player 2: infinite health  
D4D21028-5434577C + 24501028-1434577C—Player 2: one-hit KO  
24C01328-9C34575C—Player 3: infinite health  
D4D21328-5434575C + 24501328-1434575C—Player 3: one-hit KO  
24C01128-9C34575C—Player 4: infinite health  
D4D21128-5434575C + 24501128-1434575C—Player 4: one-hit KO

### Spider-Man 2

9491358D-FF629A7C—[M] Must be on  
25801E2A-348455DC—Infinite health  
25D61788-6084558C + 25D61588-6084558C—Infinite Hero Meter  
25C25854-4EA6917C—Max. Hero Points  
25C25854-4EA691CC—Max. total Hero Points gained

## Game Boy Advance

### Mario & Luigi Superstar Saga

975586-DAA3C + E561CB-3F36A8 + CCD961-CF1074—[M] Must  
be on  
A0633D-4E938D + A32DA9-6A302A—Have 9,999 coins  
A0633D-4E938D + 5DD846-69D843—Have all Bros. actions  
A0633D-4E938D + 808334-58F8C7—Access all map locations  
E4E100-8F34FC + 113853-642B06—Gain 1,000 Exp. per battle  
A0633D-4E938D + 88D908-5FD952 + 993958-3FD440—Mario: In-  
finite HP  
A0633D-4E938D + 899216-77C957—Mario: max. HP

### Spider-Man 2

955162-CDEDA7 + 86D492-C35AD6 + 2FCF83-C55A1E—[M] Must  
be on  
84D686-47481F—Infinite health  
1222D1-859846—Infinite lives  
04D6C7-E7400E—Infinite web  
288955-64C20F—Invincible  
81F380-A7998C—Have 50,000 XP  
27C738-D058F8 + 8E9E42-66D04F—Have all moves  
6707F7-69C0EF + 889880-A7D01E—Unlock all Secrets  
192839-303EF1 + 5626D3-299C08—Press SELECT + Up to skip 2-D  
stages  
592811-2C3857 + BECC8B-E74216 + 592811-2C3857 +  
8AC8D4-E7400E—Press SELECT + Down to skip 3-D stages





# TIPS & TRICKS

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DO YOU KNOW  
THE SECRET OF THE



# MYSTERY CODES?

Tips & Tricks may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....

## #16 BATTLESTAR GALACTICA



**The Code:** Choose "Options" from the main menu, then select "Extras" and press Right, Left, Up, Up, Down, Up, Left, Right at the Extras menu.

**What We Know:** Like the other Battlestar Galactica codes in our PlayStation 2 Tips section, this code is confirmed by the voice of a Cylon saying, "By your command." There are many other working codes for this game, and they all activate features which are much more easily triggered by entering the master code on page 76. But this one has no effect that we can see. Can you solve the mystery?



## #17 DEER HUNTER



**The Code:** Choose "Credits" from the main menu, then enter any of the following codes while the credits are rolling. Note: A "+" symbol between two buttons indicates that those buttons must be pressed simultaneously.

Left, +, X, +, X, Down, Down  
Left, +, X, +, X, Right, Right  
Left, +, X, +, X, Up, Right  
Left, +, X, +, X, Right, Up

**What We Know:** Like the rest of the Deer Hunter cheats in our PlayStation 2 Tips section, all four of these codes will give you a confirmation message when you enter them correctly. Unfortunately, they all trigger the same message ("Foul mouth!"), and even with that hint, we're not 100% certain that we know exactly what they do. Can you solve the mystery?



## #18 BALLERBURG: CASTLE CHAOS



**The Code:** Choose "Manage Player" from the Options menu (or start a new game with no save on your memory card to make the Player Management screen appear automatically). Now create a new player with either one of the following names:

Daniel Balster  
all inventions

**What We Know:** These two codes appeared in a list of Ballerburg cheats which was given to us by an anonymous source (the rest of the codes can be found on page 90). They don't have any obvious effect...but we have to admit that this is a complex game and we haven't had the time to play it all the way through. We expected the latter code to unlock all of the Superbrain inventions, but it doesn't do so. Can you solve the mystery?



MYSTERY CODE #9  
**SOLVED!**

Congratulations to Brandon Negri of Lafayette, New Jersey: he was the first person to figure out that Mystery Code #9 (from our June issue) causes the "worst score" to be displayed in the demo mode of Ristar for the Sega Genesis (and in Sonic Mega Collection for the GameCube) instead of the high score. Thanks to all the other readers who sent in the correct answer.



**CRACK  
THE CODE  
AND WIN  
A PRIZE**

Think you've got what it takes to beat the Tips & Tricks editors at our own game? Test out these codes for yourself: If you're the first person to tell us exactly what they do, we'll send you your very own Tips & Tricks cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Tip & Tricks Mystery Codes  
8484 Wilshire Blvd.  
Suite 508  
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all: there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

TIPS & TRICKS (ISSN 1099-8470), Volume 10, Issue 10, September 2004. Published monthly with two exceptions (once in May and twice in November) by L.P.P., Inc., 8484 Wilshire Blvd., Suite 508, Beverly Hills, CA 90211. Copyright © 2004 by L.P.P., Inc. All rights reserved. Nothing herein may be reproduced in whole or in part without written permission of the publisher. Future postage paid at Beverly Hills, CA. Second-class postage paid at Beverly Hills, CA. Postmaster: Please send address changes to L.P.P., Inc., 8484 Wilshire Blvd., Suite 508, Beverly Hills, CA 90211. Please allow 4-6 weeks for change of address to take effect. Single copy \$4.99. Change of address: allow six weeks advance notice and send in old address label. Address all advertising materials to: Ad Production, Tip & Tricks Magazine, 8484 Wilshire Blvd., Suite 508, Beverly Hills, CA 90211. Tip & Tricks is registered in the U.S. Patent and Trademark Office by L.P.P., Inc. All other trademarks are the property of their respective owners. Printed in the USA.



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PlayStation 2



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